

[illegible]

The First Blow The Cartridge Book

by Cameron Davis

**SUPER
BLOW THE
CARTRIDGE**

SUPER BLOW THE CARTRIDGE
(c) 2014 Cameron Davis

First edition, March 2014

COPYRIGHT INFORMATION:

I'm not sure what copyright thing I'm meant to put here, I mean it's not like I can really stop anyone pirating this. I just hope everyone's cool about not throwing my stuff around the internet.

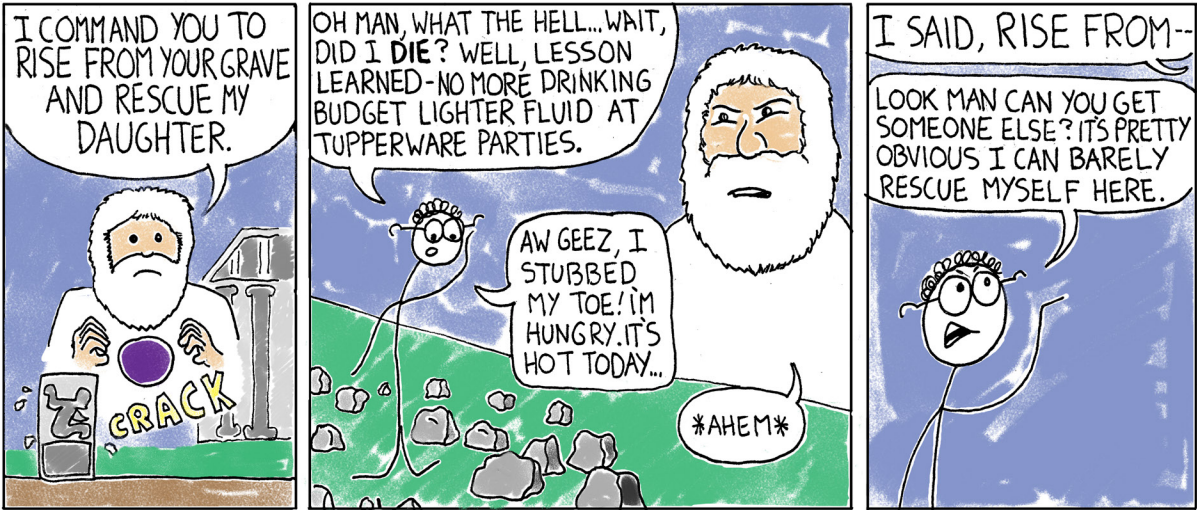
But seriously, so what if they do anyway? Pretty much every game I owned on the Commodore 64 was pirated so it would serve me right. And really this whole book is a giant freaking love letter to all those games. Heck, compared to the big shot webcomics out there I should be grateful that anyone is interested in what I do enough to share it around.

So, uh, do what you're gonna do, but remember to leave my name on it all, I guess? Thanks!

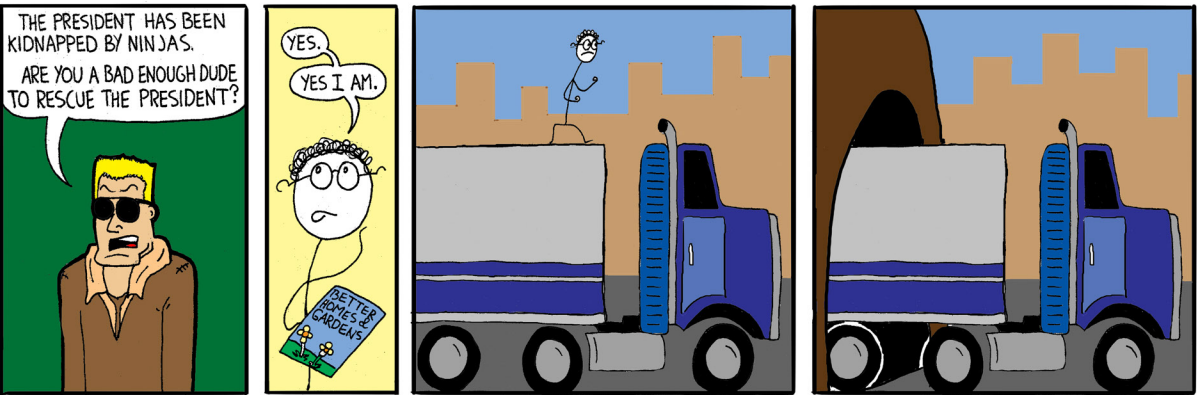


Dedicated to Sabrina

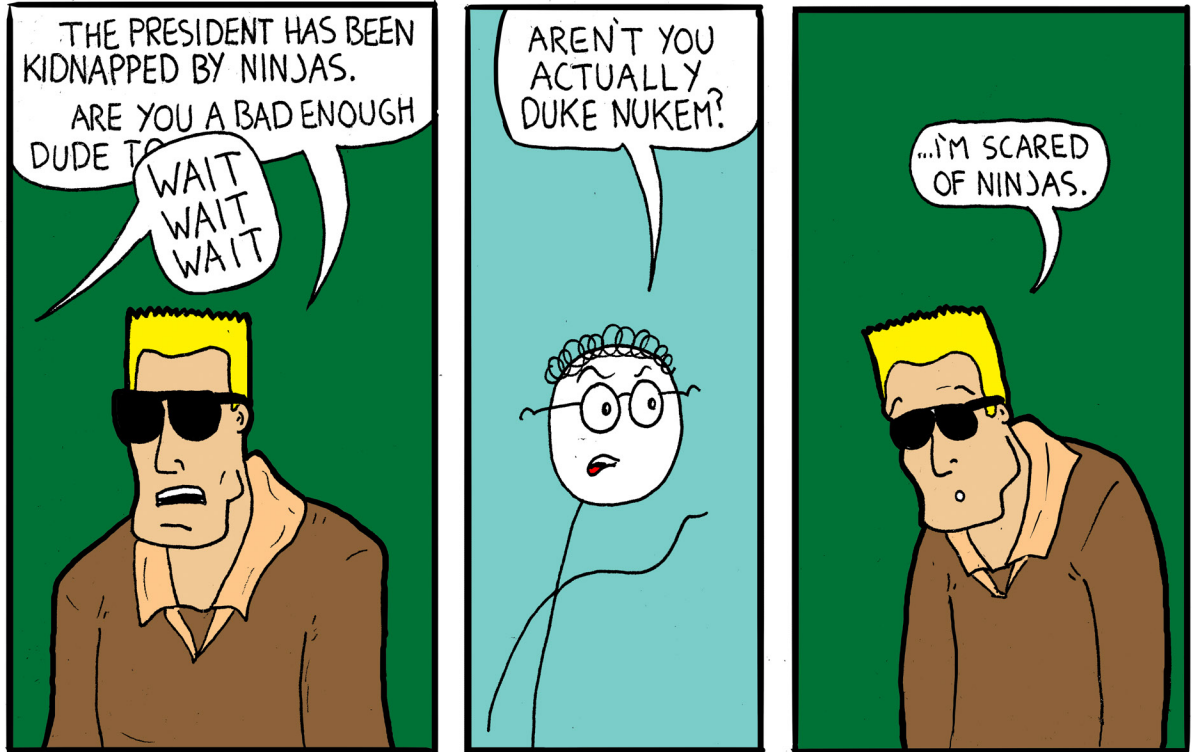
ALTERED BEAST



BAD DUDES VS. DRAGON NINJA

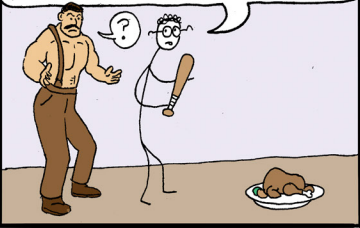


DUKE NUKEM



FINAL FIGHT

YOU KNOW, MAYOR MIKE, I'VE BEEN HAVING FUN TAKING ON THE MAD GEAR GANG AS YOU TRY AND RESCUE YOUR KIDNAPPED DAUGHTER, BUT I JUST REALIZED SOMETHING...



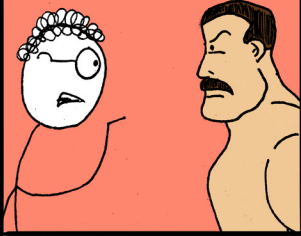
...MAYBE THIS ISN'T ABOUT YOUR DAUGHTER AT ALL. MAYBE THIS IS JUST A FLIMSY EXCUSE TO CRUISE THROUGH TOWN LOOKING TO HOOK UP WITH OTHER MEN. THEN, FOR SOME SAD REASON ONLY YOU WOULD KNOW, YOUR REPRESSED HOMOSEXUALITY MAKES YOU LASH OUT AND COMMIT HORRIBLE ACTS OF VIOLENCE AGAINST INNOCENT MEN LOOKING FOR LOVE.

YOU JUST BEAT UP A GUY CALLED SODOM.

THE "MAD GEAR GANG" IS NAMED IN TRIBUTE TO ITS MEMBER ROXY - "G, GAE DRAG MAN"



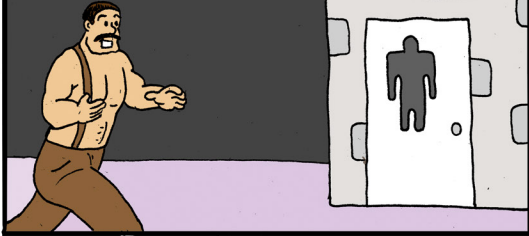
FACE IT. THIS IS MAYORALLY APPROVED GAY BASHING. IT'S SICK AND I WILL HAVE NO PART IN IT WHATSOEVER.



NONSENSE! I WOULD NEVER ENGAGE IN SUCH A THING. I'M JUST LOOKING FOR MY DAUGHTER.



NOW, LET'S SEE IF SHE'S BEING HELD IN THIS PUBLIC MEN'S ROOM AT 2AM.



ZOMBIES ATE MY NEIGHBORS

WHAT'S WITH THE GET UP, KID?

ZOMBIES ATE MY NEIGHBORS! I GOTTA GET 'EM WITH MY TRUSTY WATER PISTOL!



ZOMBIES, EH? THAT'S A PRETTY ORIGINAL IDEA FOR A VIDEO GAME.

1993

ALSO, I'M SURE A WATER PISTOL CAN BEAT ZOMBIES.



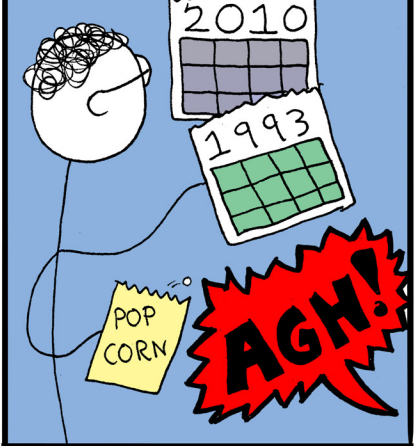
OH WAIT.

2010

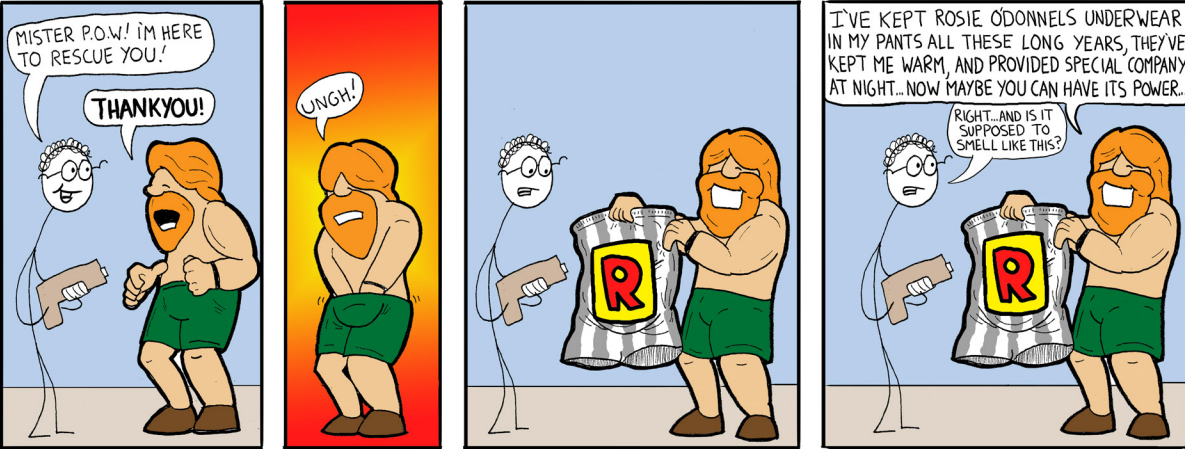
1993

POP CORN

AGH!



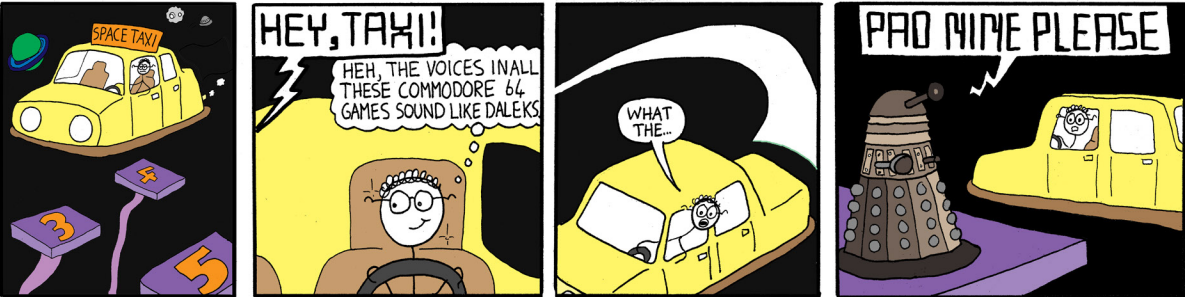
METAL SLUG



LEMMINGS



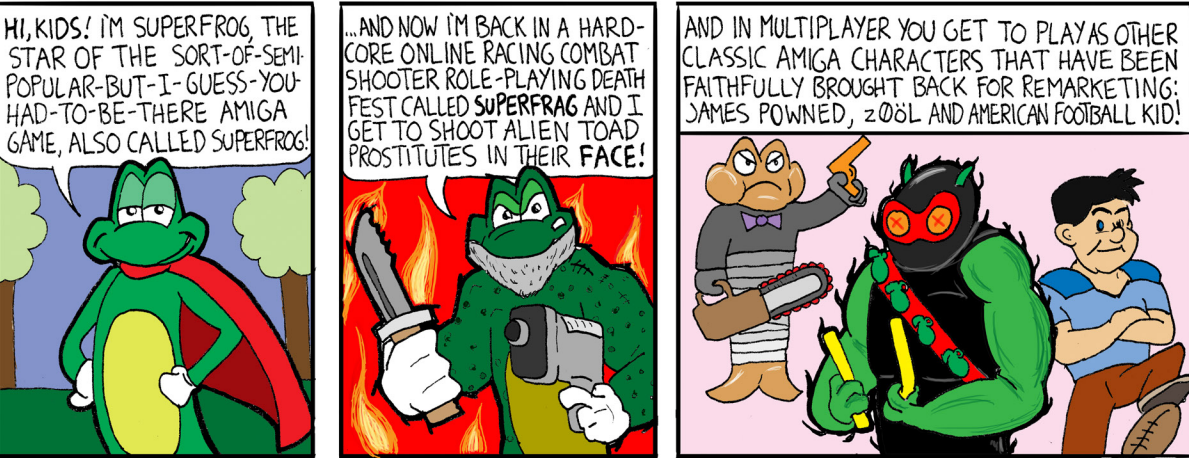
SPACE TAXI



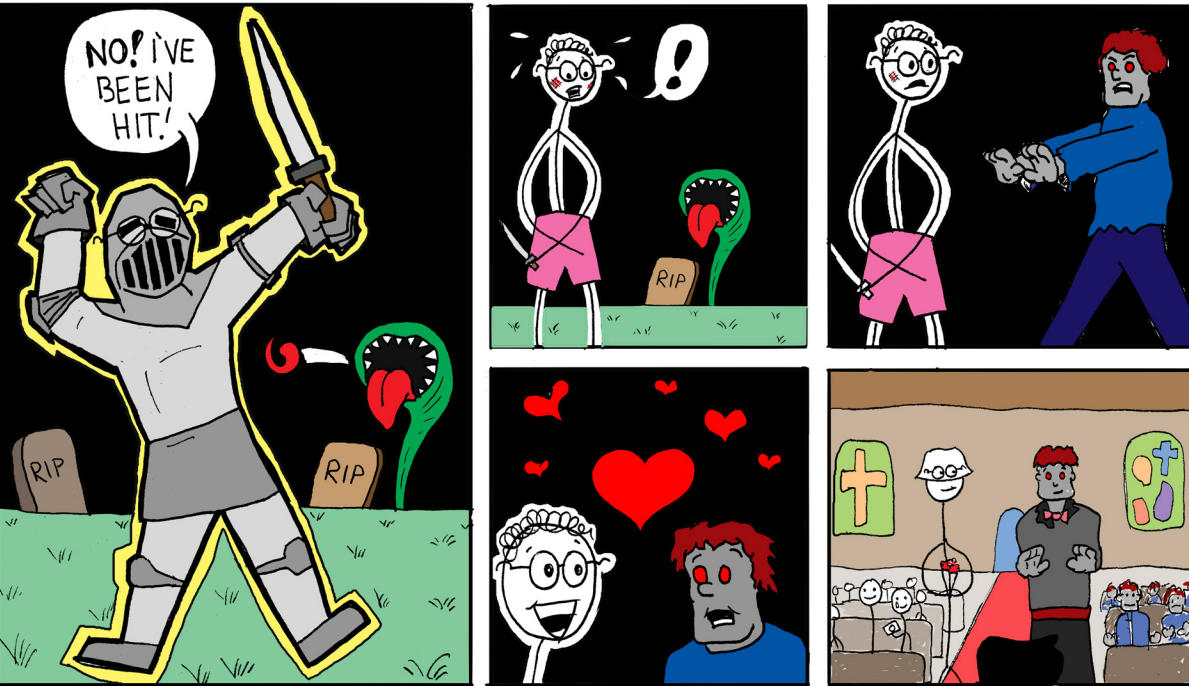
GOLDEN AXE



SUPERFROG



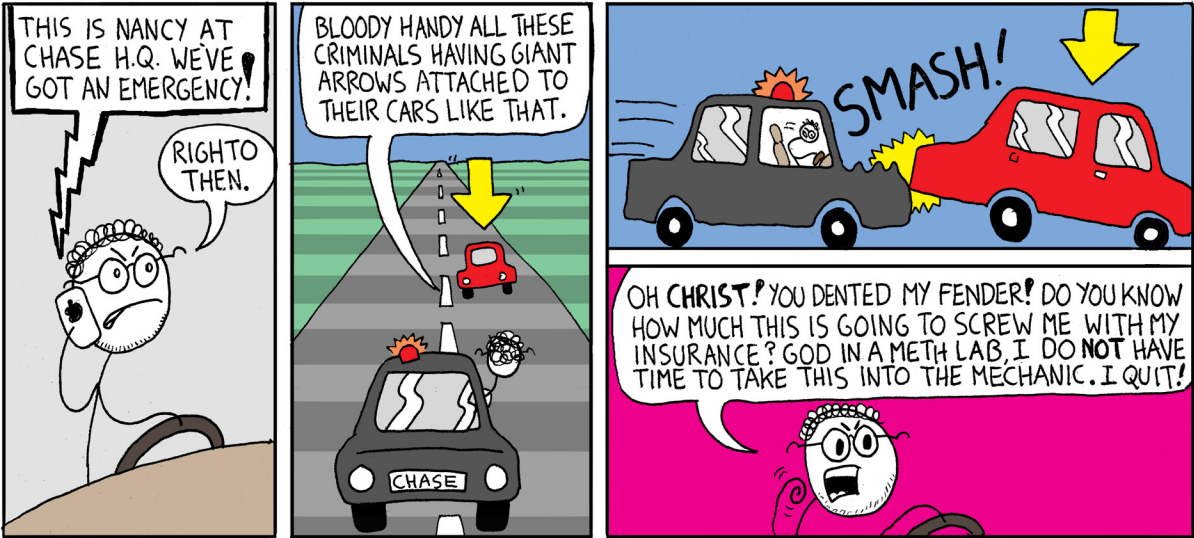
GHOSTS 'n' GOBLINS



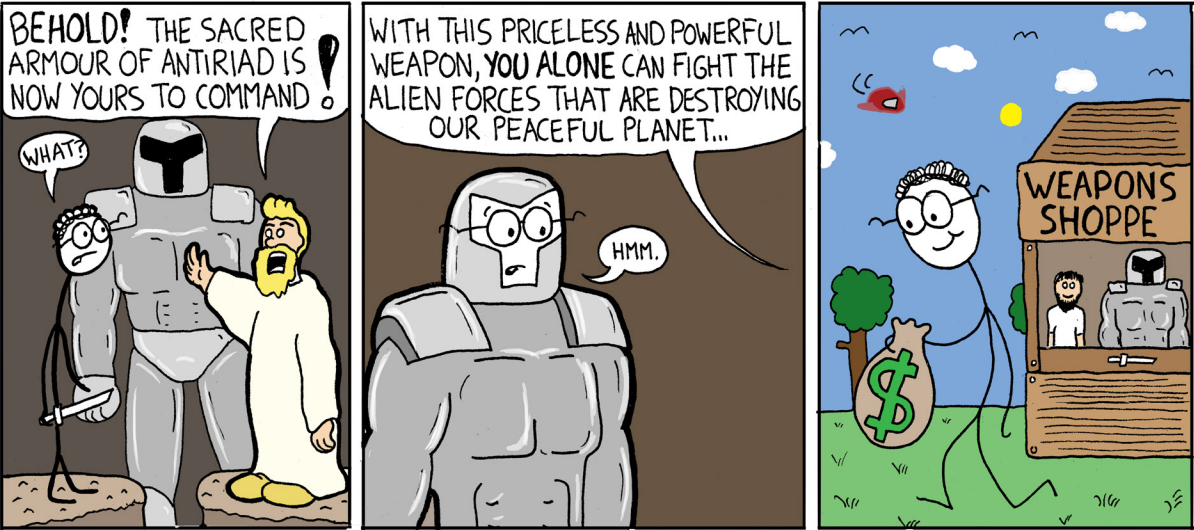
THE LAST NINJA



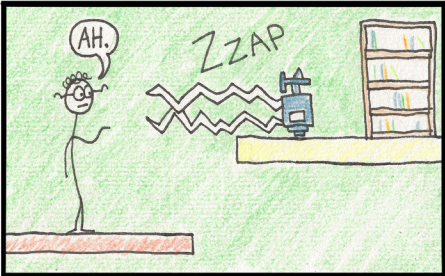
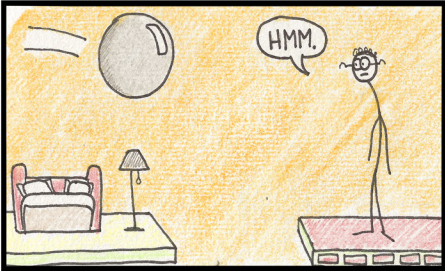
CHASE H.Q.



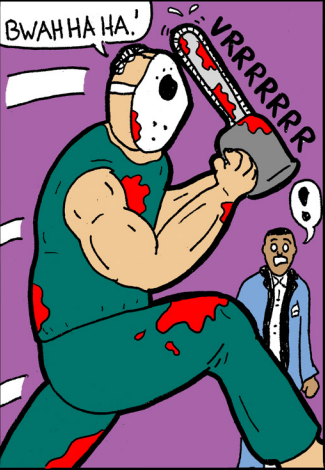
THE SACRED ARMOUR OF ANTIRIAD



IMPOSSIBLE MISSION



SPLATTERHOUSE



SLEEPWALKER



SPELLBOUND DIZZY

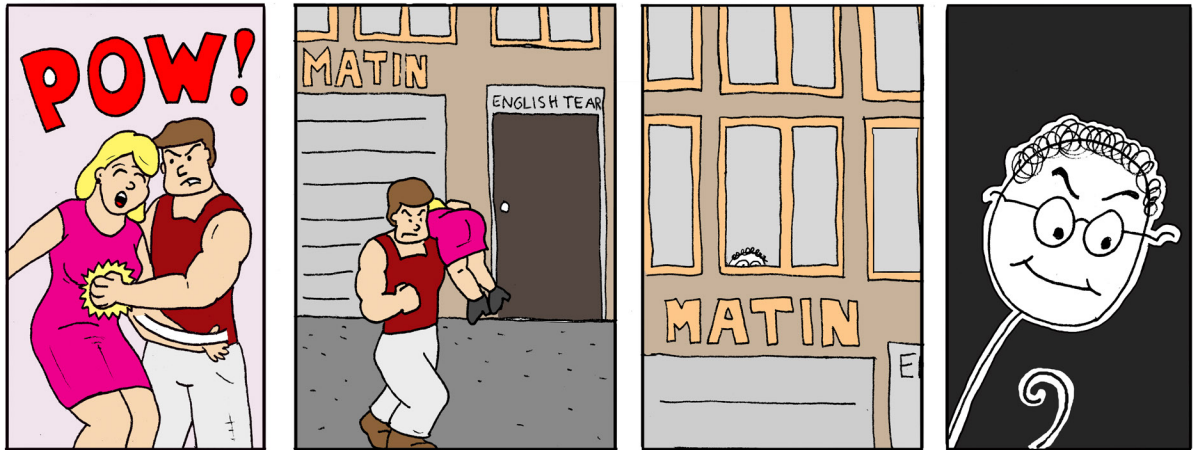
Finally!!

The Spectrum game crossover you've been demanding!

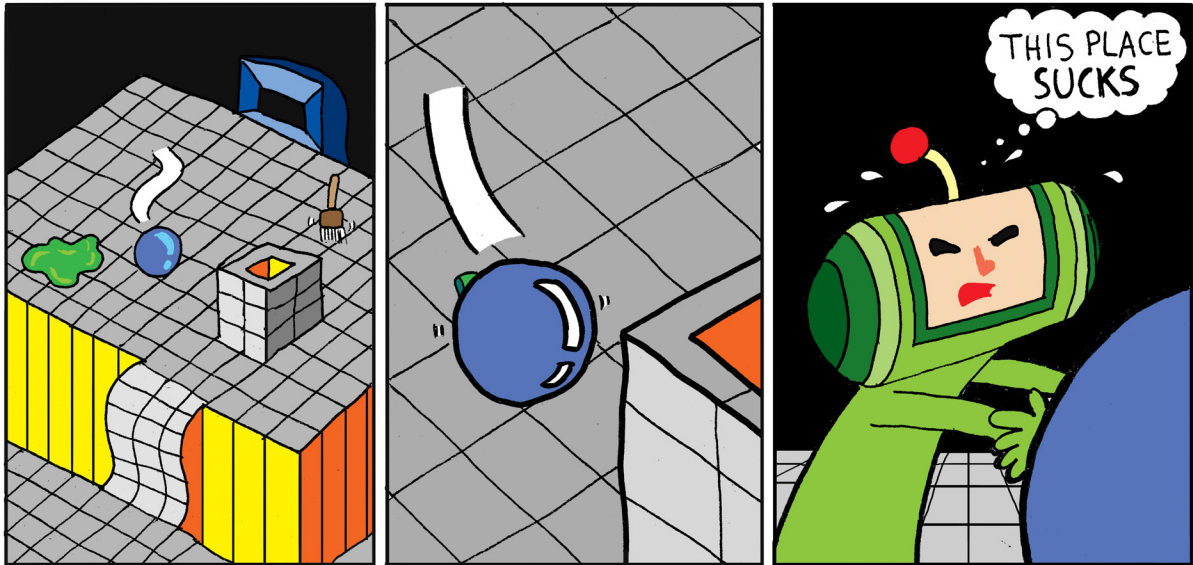
MAGIC KNIGHT
V.S.
DIZZY



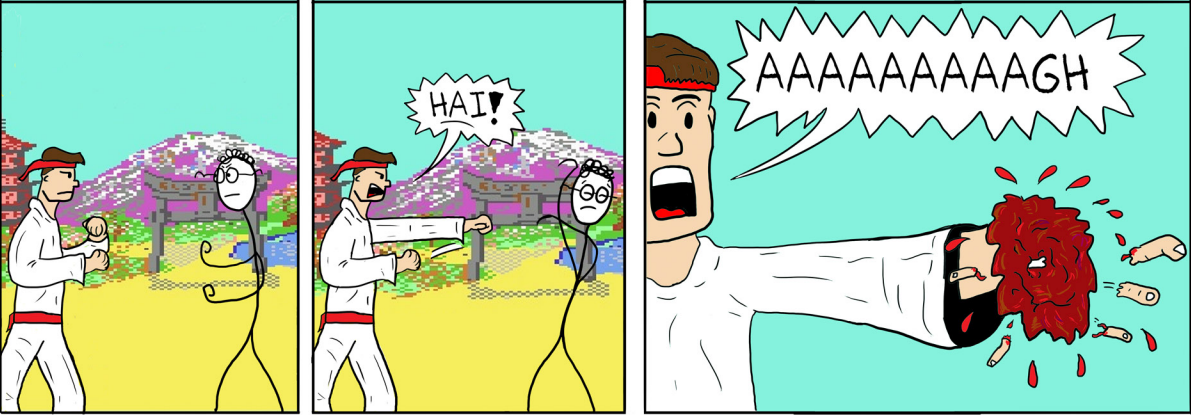
DOUBLE DRAGON



MARBLE MADNESS



WAY OF THE EXPLODING FIST



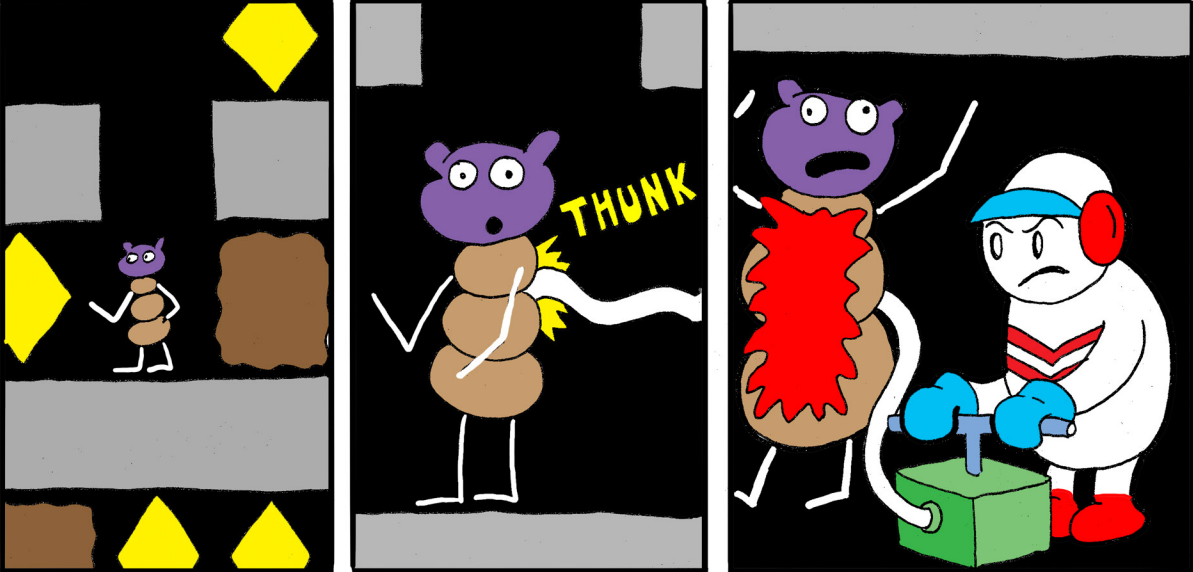
X-COM



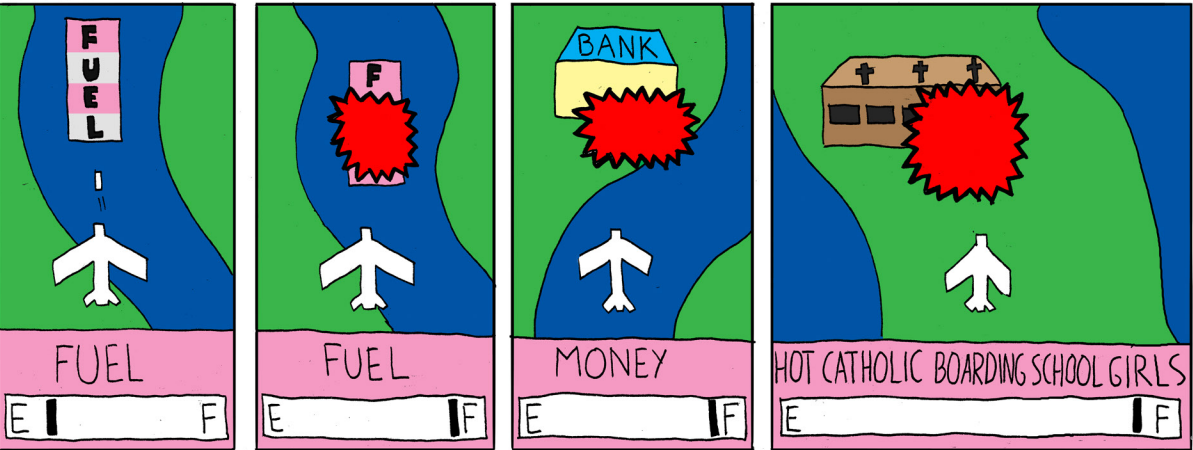
GAUNTLET



BOULDERDASH



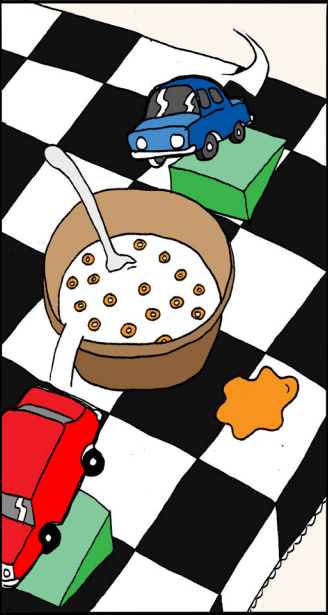
RIVER RAID



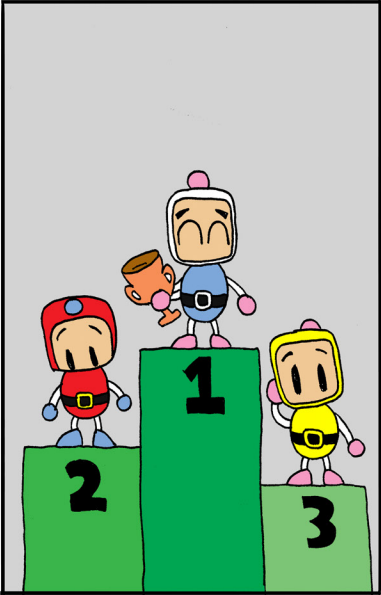
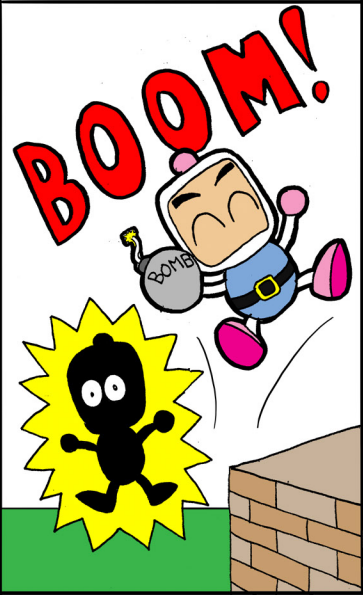
CANNON FODDER



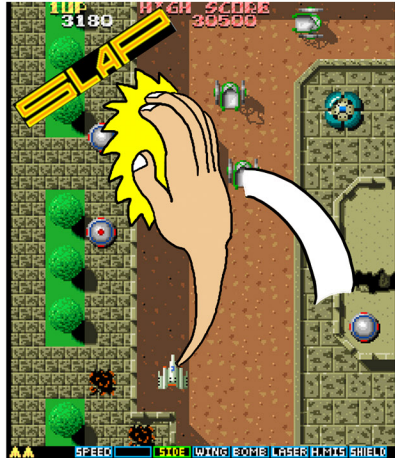
MICRO MACHINES



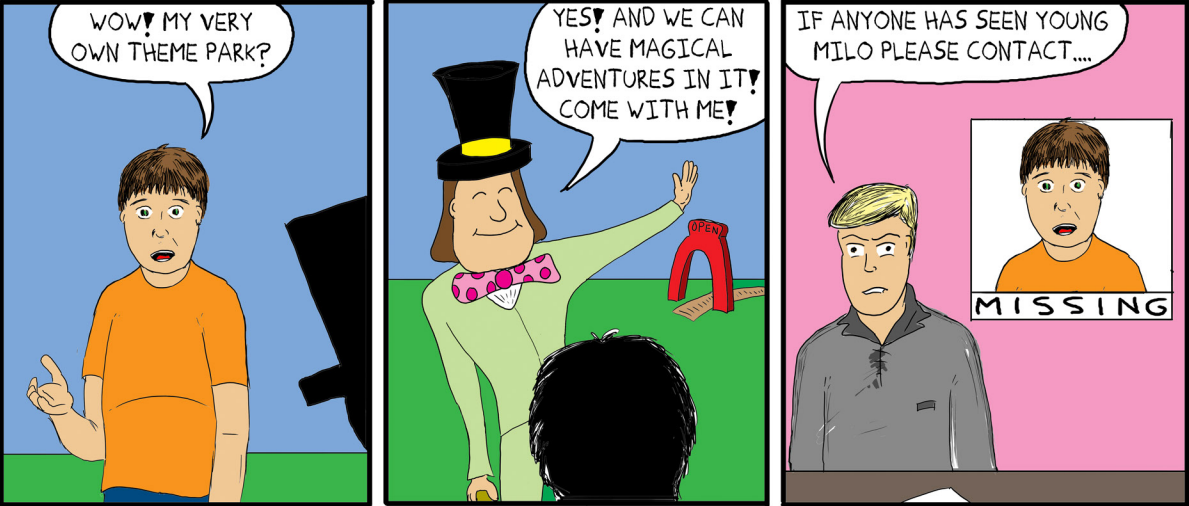
BOMBERMAN



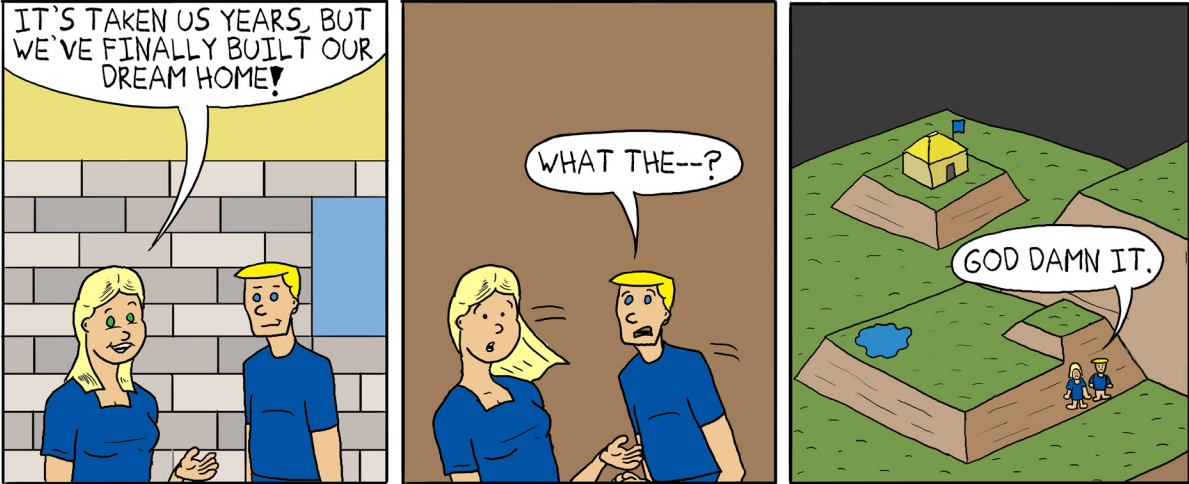
SLAP FIGHT



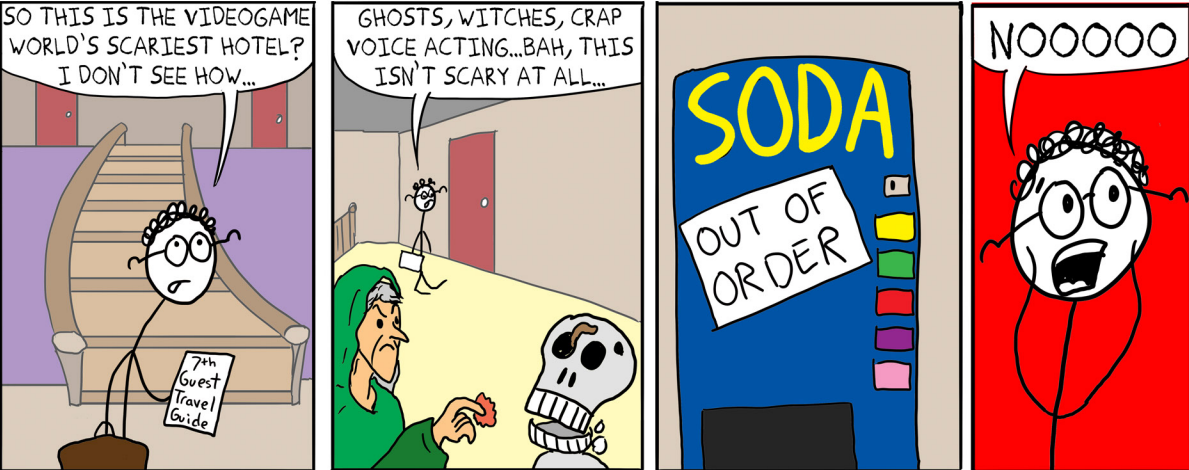
THEME PARK



POPULOUS



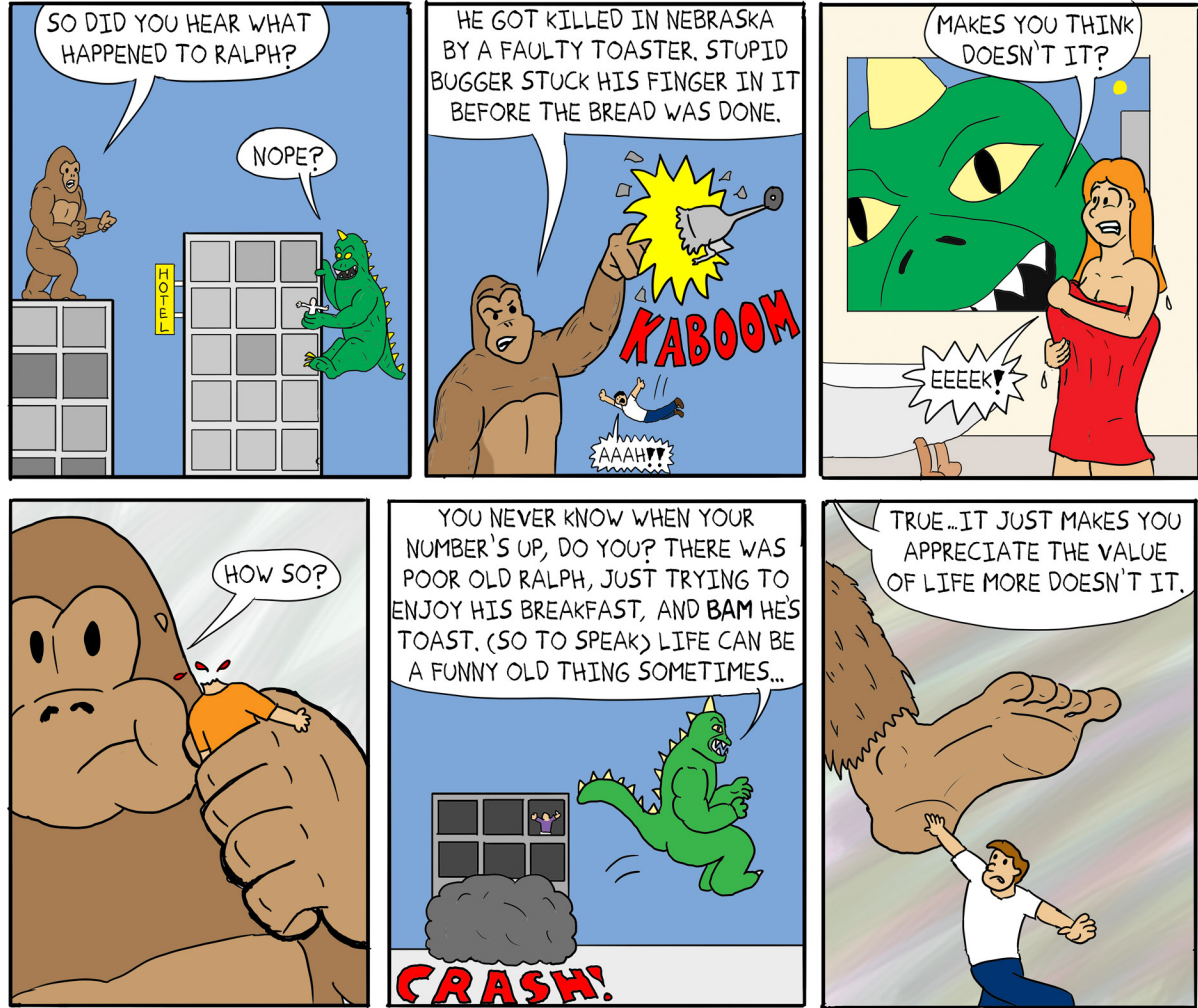
THE 7TH GUEST



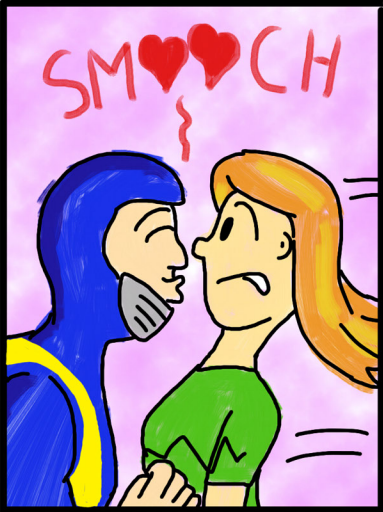
RAINBOW ISLANDS



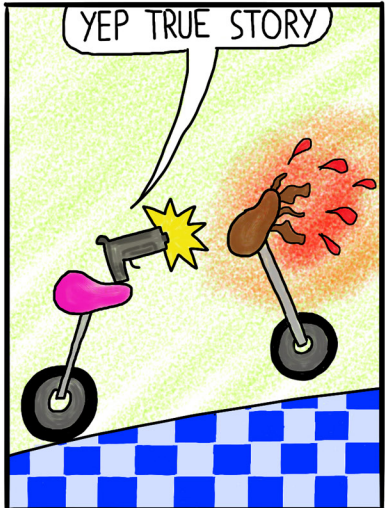
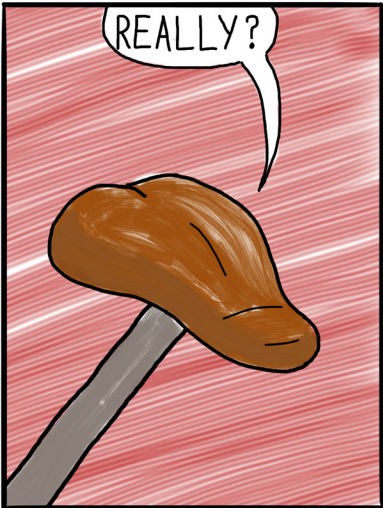
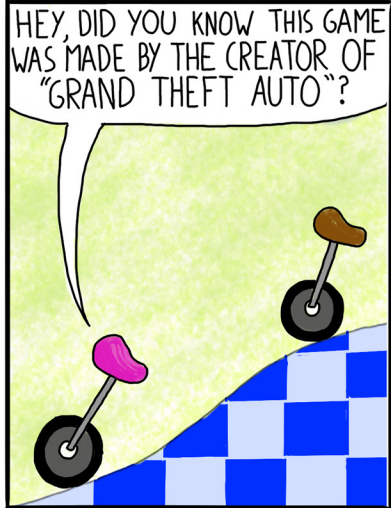
RAMPAGE



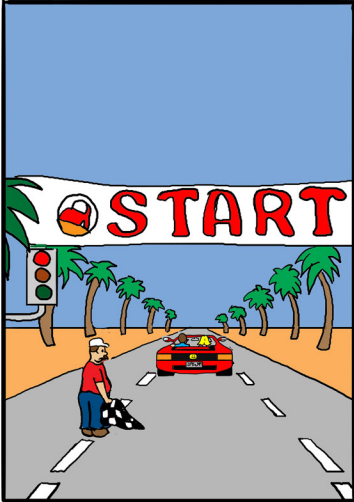
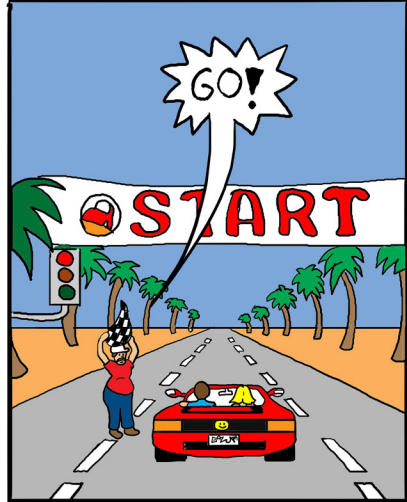
MORTAL KOMBAT



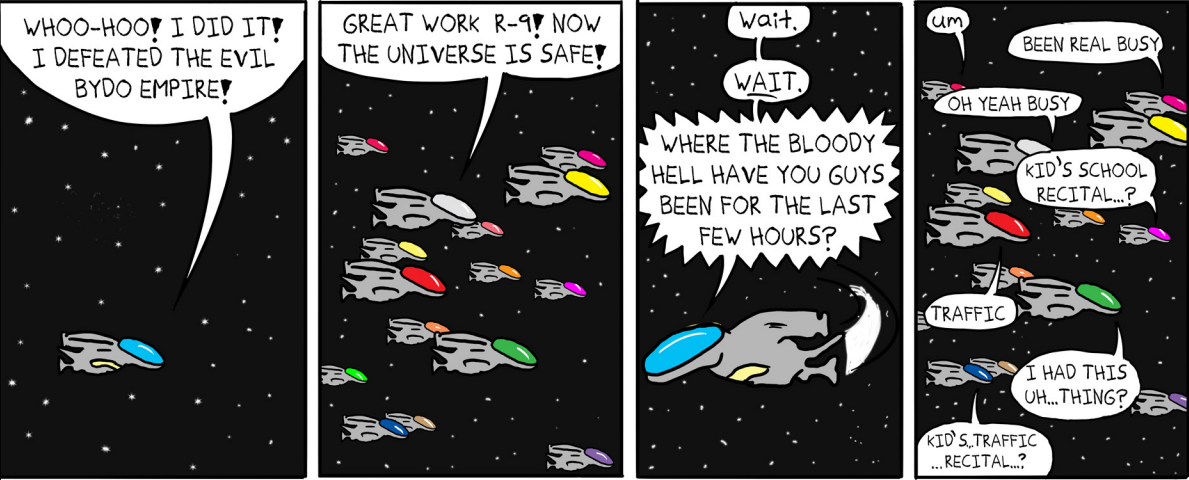
UNIRALLY



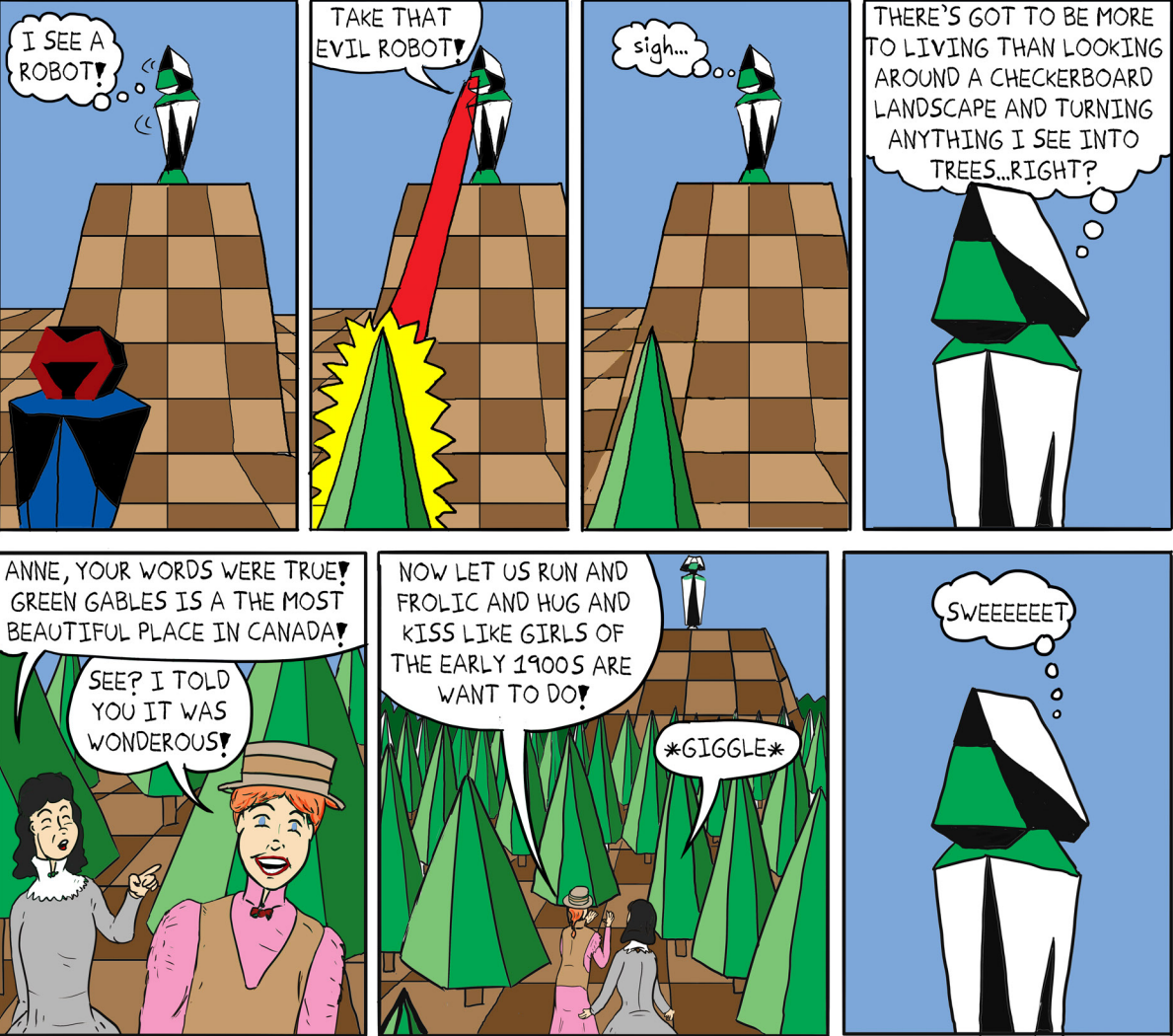
OUT RUN



R-TYPE



THE SENTINEL



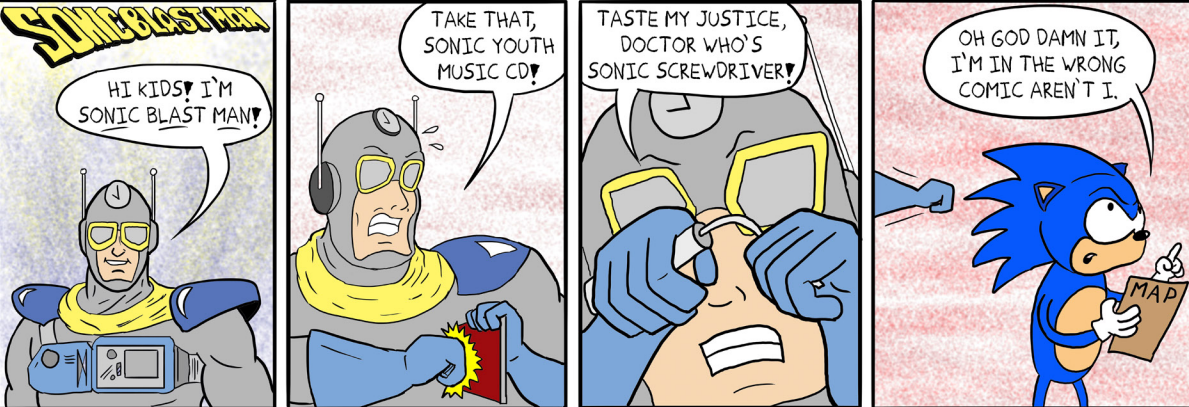
ANCIPITAL



HORACE GOES SKIING

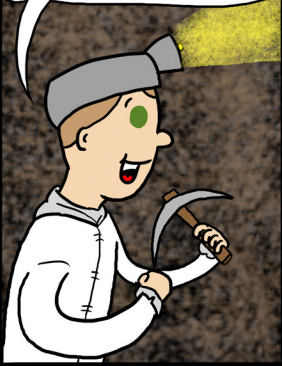


SONIC BLAST MAN



MANIC MINER

OH BOY! ANOTHER GREAT DAY OF BEING A MINER! I CAN'T WAIT TO MINE IT UP DOWN IN THE MINE!



GOD! WHO AM I KIDDING? I'M A COMPLETE FRAUD! I SUCK AT BEING A MINER. I SHOULD JUST GO KILL MYSELF RIGHT NOW...*sob*



LIFE IS GREAT! MY HEART IS SINGING A SONG OF JOY AND PUPPIES! IT'S LIKE THIS MINE IS A LOVELY DIRT RAINBOW!



MANIC
DEPRESSIVE
MINER

FAXANADU

Faxanadu



CLICK! WHIRR!





NEXT TIME ON VIDEO GAMES I'VE NEVER PLAYED SO I DON'T KNOW HOW TO MAKE A COMIC ABOUT:



CLU CLU LAND

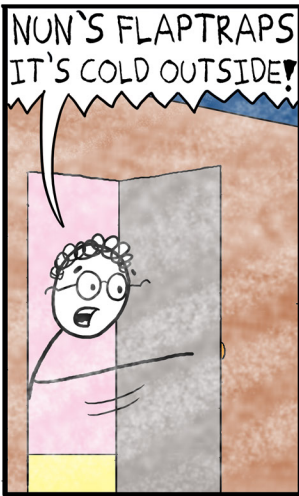
MIDWINTER

USE A PAIR OF SKIS, AN IMPOSSIBLE TO CONTROL HANGLIDER, AND THIS REALLY COOL BUT IMPRACTICAL SNOW MOBILE TO FIND AND RECRUIT PEOPLE TO THE CAUSE OF OVERTHROWING AN EVIL TYRANT HELL-BENT ON BLOWING UP THIS GIGANTIC ALPINE TUNDRA.

YOU HAD ME AT "BLOWING"

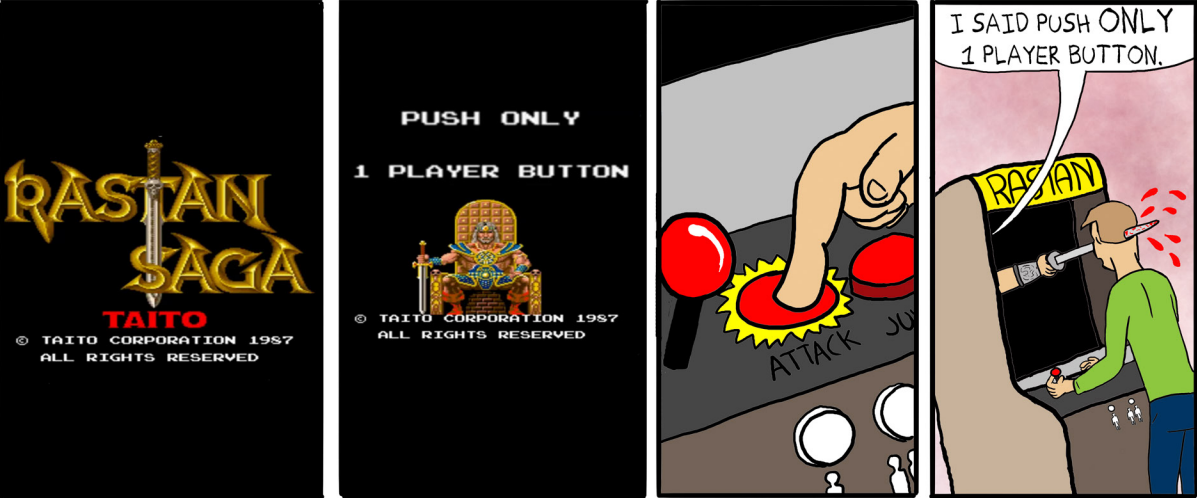


NON'S FLAPTRAPS IT'S COLD OUTSIDE!

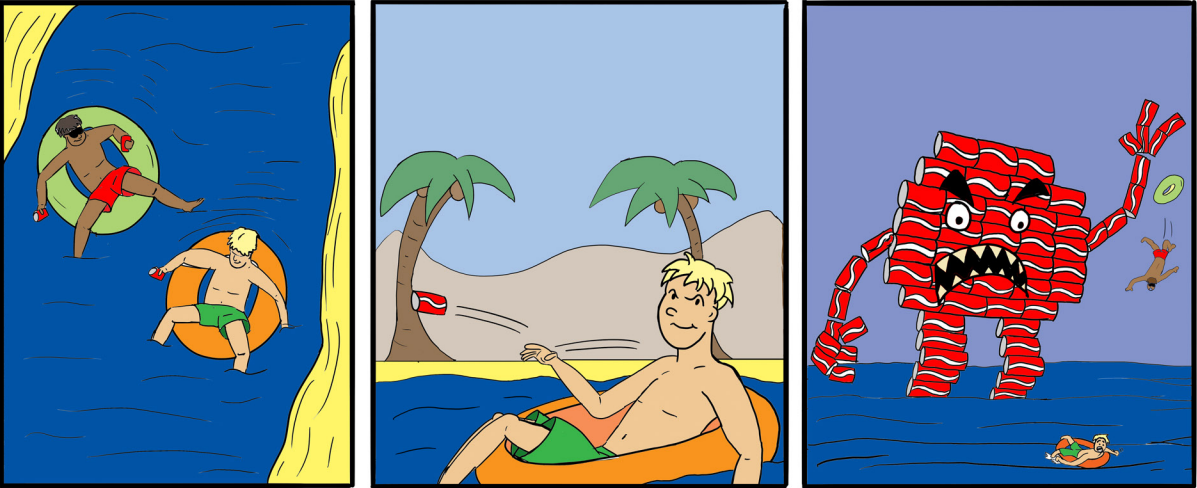




RASTAN SAGA



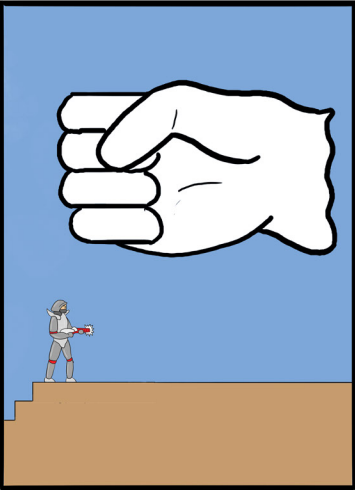
TOOBIN'



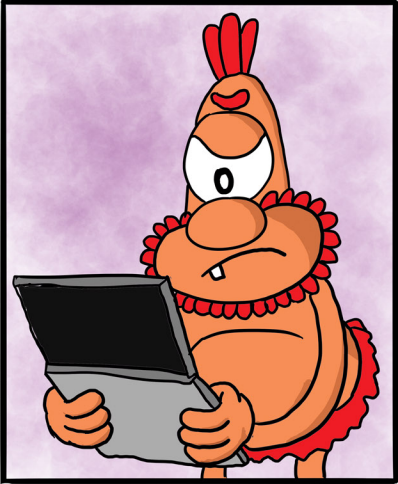
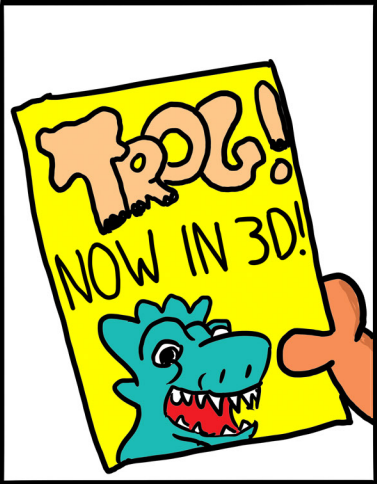
NEW ZEALAND STORY



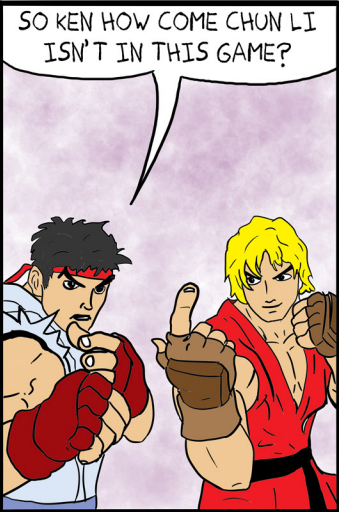
TURRICAN



TROG



STREET FIGHTER 3



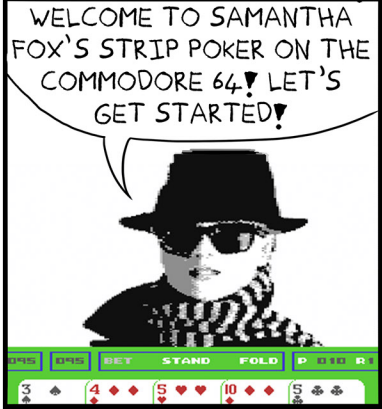
ULTIMA V



SAMURAI WARRIOR: THE BATTLES OF USAGI YOJIMBO



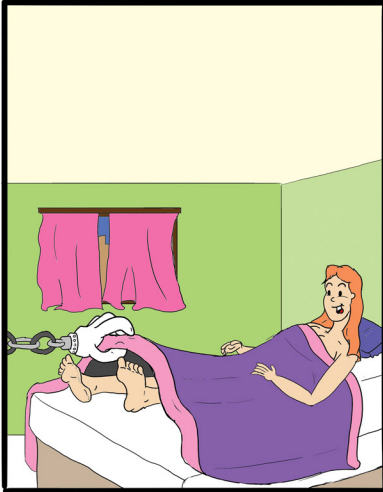
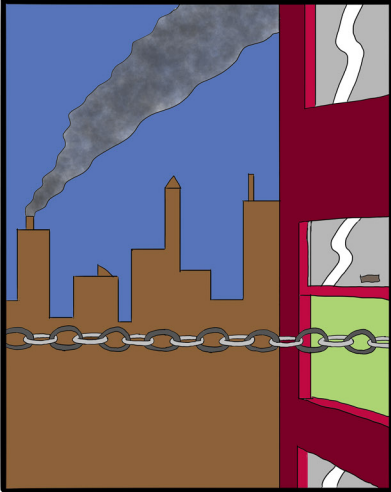
SAMANTHA FOX'S STRIP POKER



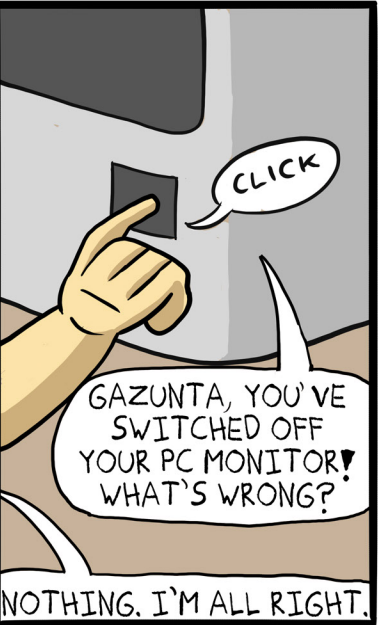
WONDERBOY



BIONIC COMMANDO



X-WING



INTERNATIONAL SOCCER

AND IN SPORTING NEWS, FIFA UNVIELED THE FOOTBALL TO BE USED IN THE 2014 WORLD CUP, BASED ON THE CLASSIC 1983 COMMODORE 64 GAME "INTERNATIONAL SOCCER".

BARBARIAN

WHAT THE---

MY LONG LOST TWIN BROTHER?!

OH HOW I LONGED FOR THIS DAY! I THOUGHT I WOULD NEVER BE REUNITED WITH MY FAMILY AFTER BEING HELD CAPTIVE IN THESE HORRID DUNGEONS, FORCED TO FIGHT PEOPLE TO THE DEATH EVERY DAY!

HOLD ME, BROTHER!

SORRY MATE HAD MY IPOD ON MISSED ALL THAT?

EXCITE BIKE

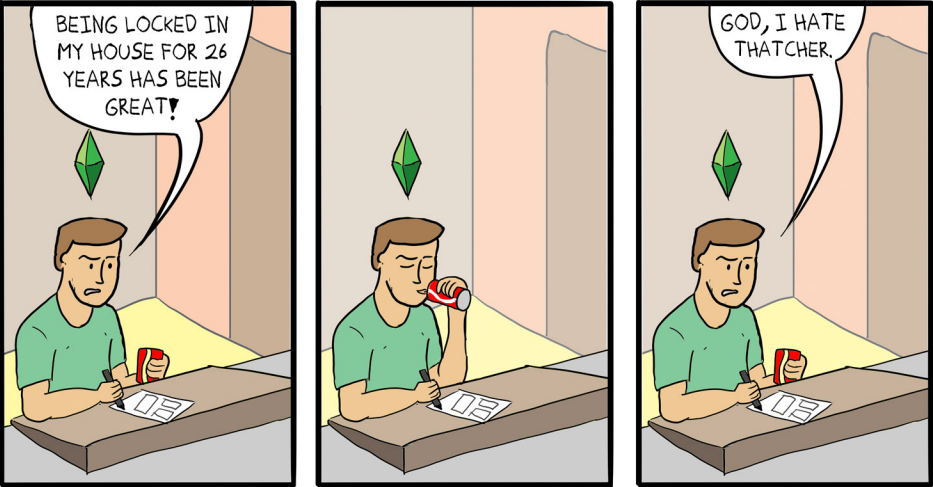
WOW! I AM SO EXCITED! I'M A GOD DAMN BIKE IN A BIKE RACE! AAAAAAH! AMAZING!

HOLY CRAP ON FIRE I TOTALLY JUST DID A BACKFLIP THIS IS SO INCREDIBLE I LOVE BEING A BIKE!

SWEET PANCAKES ON TOAST THIS WASTE DISPOSAL UNIT IS THE GREATEST PLACE ON THE ENTIRE PLANET TO RUST!

BIN

THE SIMS



The
DAVE
SIMS

TEXT ADVENTURES

```
Welcome to TEXT ADVENTURE?
*****

You are standing in a field
overlooking a scary castle.
You can go EAST, WEST or
NORTH down to the castle.

> HELP

I don't know how to 'help'.

> go to castle

I don't know where that is.

> GO NORTH

You go to the castle.
```

```
The castle portcullis is
drawn. The walls are coated
with thick adventitious
roots and twining petioles.

> WHAT THE HELL DOES THAT
MEAN

I don't understand that.

> NEITHER DO I, STUPID GAME

A trapdoor opens underneath
you. You fall into a pit.

> WHOOPEE DO LA LA

I don't understand that.
```

```
It is dark. You may be
eaten by a grue.

> FIGHT GRUE

You don't see any grue.

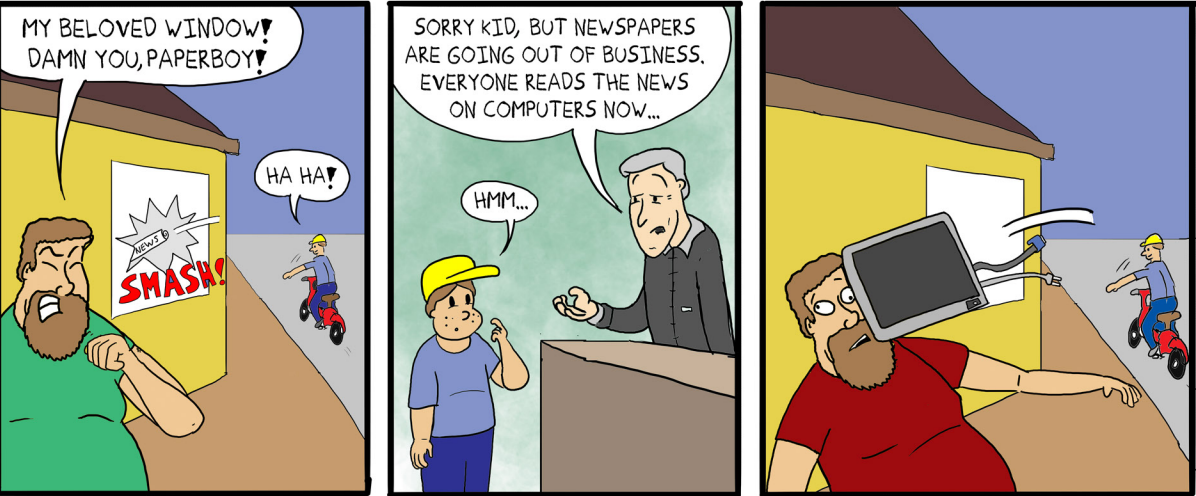
> LOOK FOR GRUE

I don't know what a
'Grue' is.

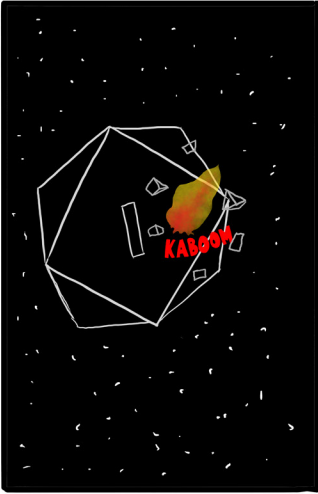
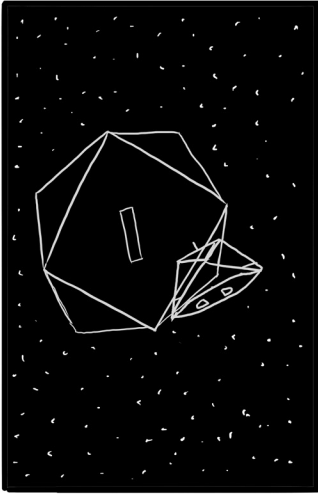
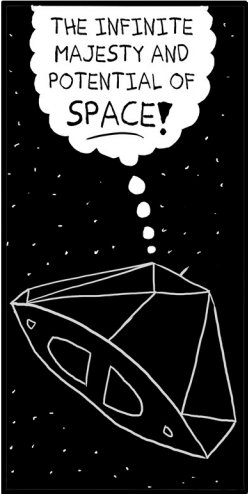
You have been eaten by a
grue. GAME OVER. Would
you like to play again?

> NO
```

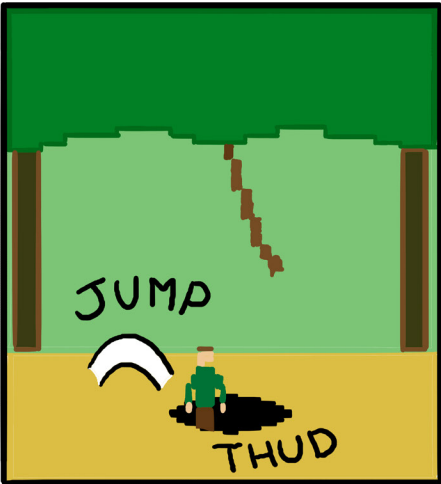
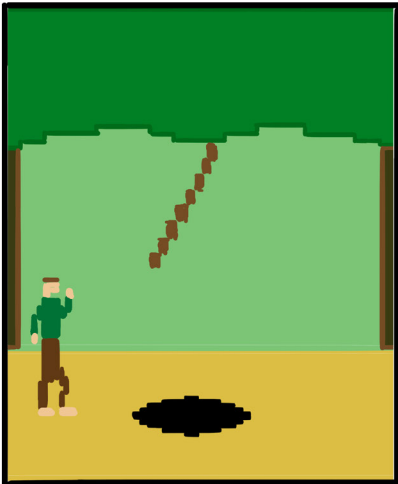
PAPERBOY



ELITE



PITFALL



FORBIDDEN FOREST



RAID OVER MOSCOW

WOO-HOO! TIME TO STEAL THIS ARMY JET AND GO TO RUSSIA!

NOW TO SNEAK INTO GORBACHEV'S WIFE'S UNDERWEAR CLOSET...

I'M GONNA BUST THE FRAT'S PROM KEGGER WIDE OPEN!

COMING THIS SUMMER:
JOHN BELUSHI IN:
PANTY RAID OVER MOSCOW

MEDIEVIL

SIR DANIEL! YOU MUST AWAKEN AND FIND YOUR WAY OUT OF THIS MUSEUM!

ANOTHER MUSEUM, EH? WELL I CAN FIGHT MY WAY OUT OF THE BEST OF THEM. WHERE ARE WE? THE LOUVRE? GUGGEINHEIM? THE VATICAN?

NO, SIR, WORSE...

SONY PLAYSTATION

MUSEUM OF NEGLECTED GAME FRANCHISES

← COLONY WARS

FROGGER

WHY SO GLUM, FROGGER? YOUR DATE NOT GO WELL LAST NIGHT?

sigh IT WAS GOING GREAT UNTIL...

DAMN IT NOT AGAIN

200

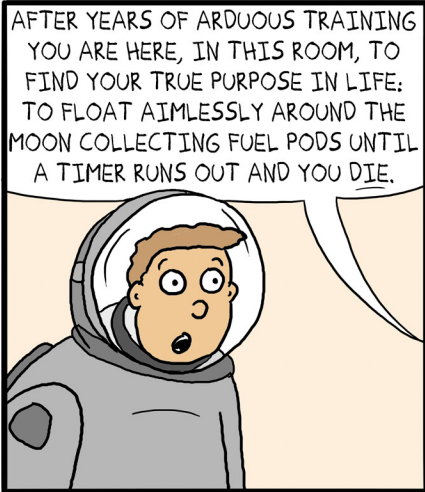
SUPERMAN 64



SEGA RALLY



SUPER G-MAN



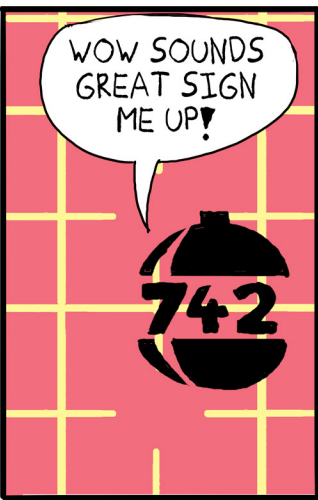
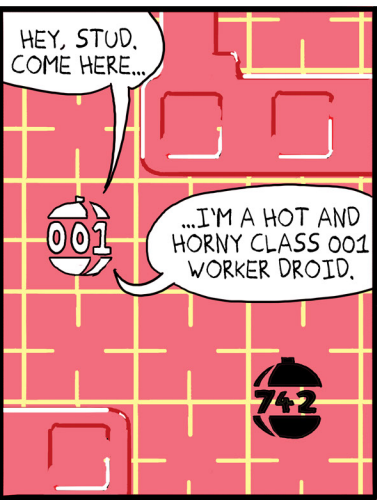
HEAD OVER HEELS



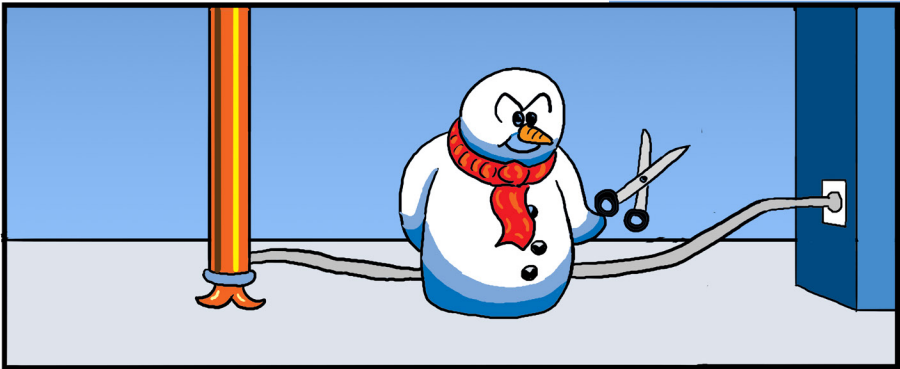
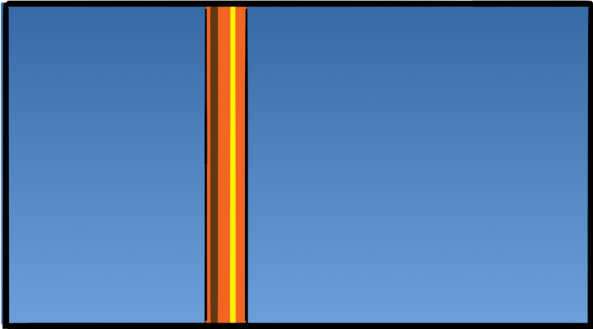
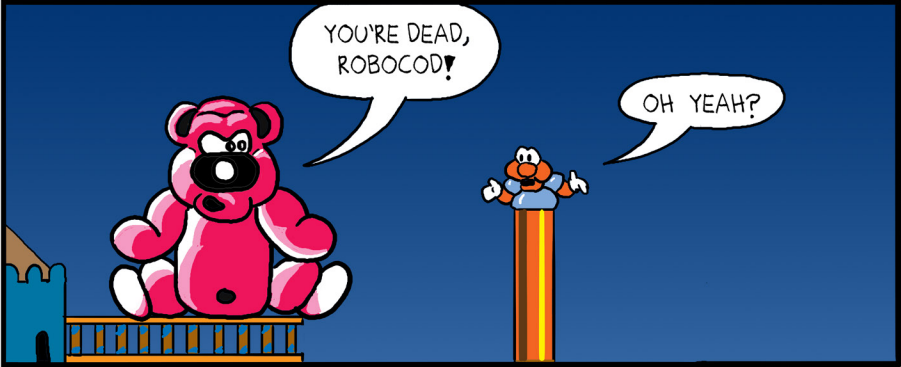
SHINOBI



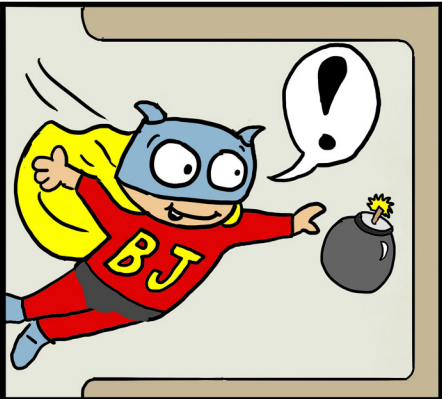
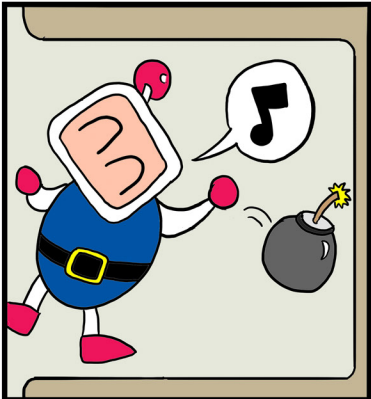
PARADROID



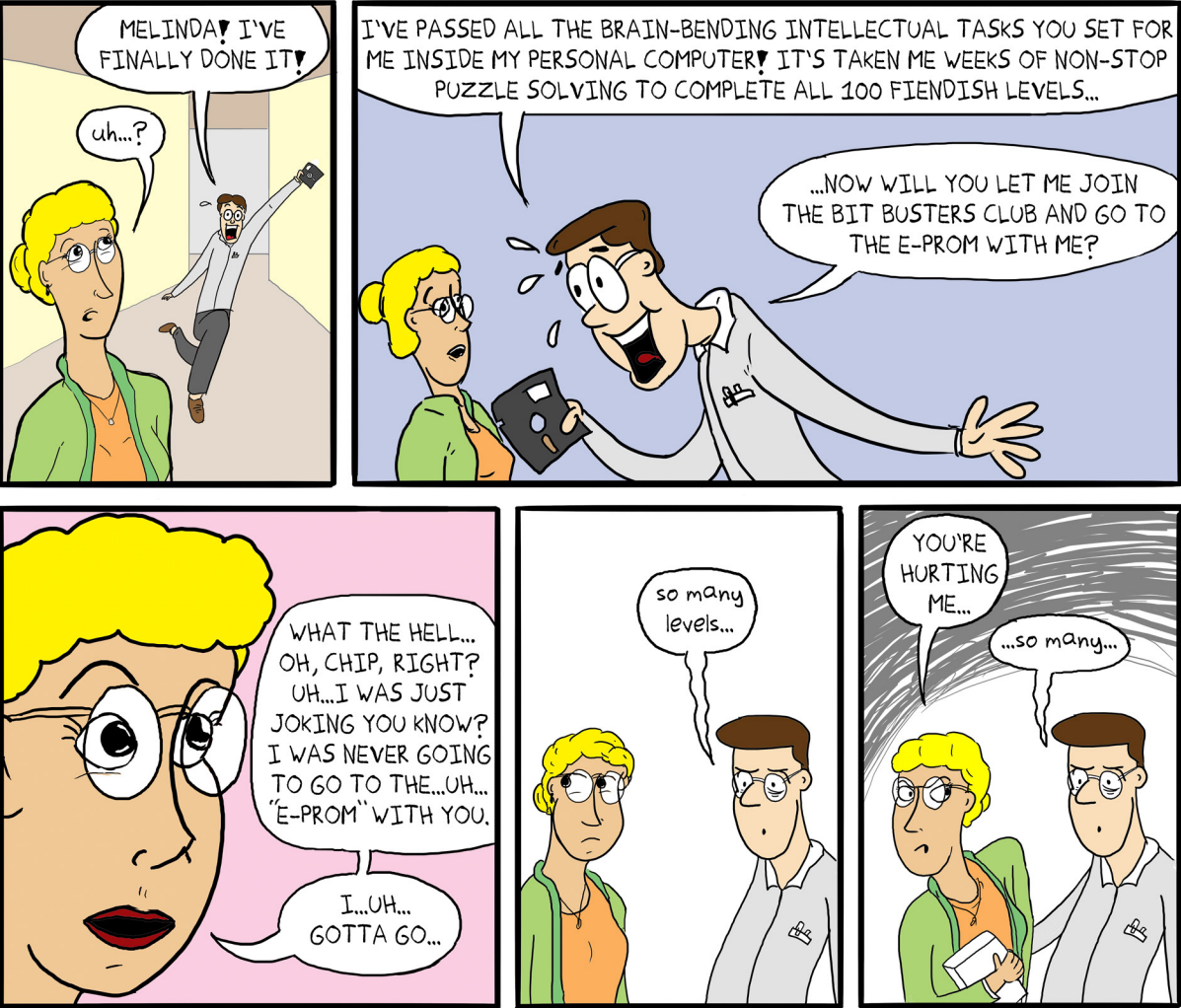
JAMES POND 2: ROBOCOD



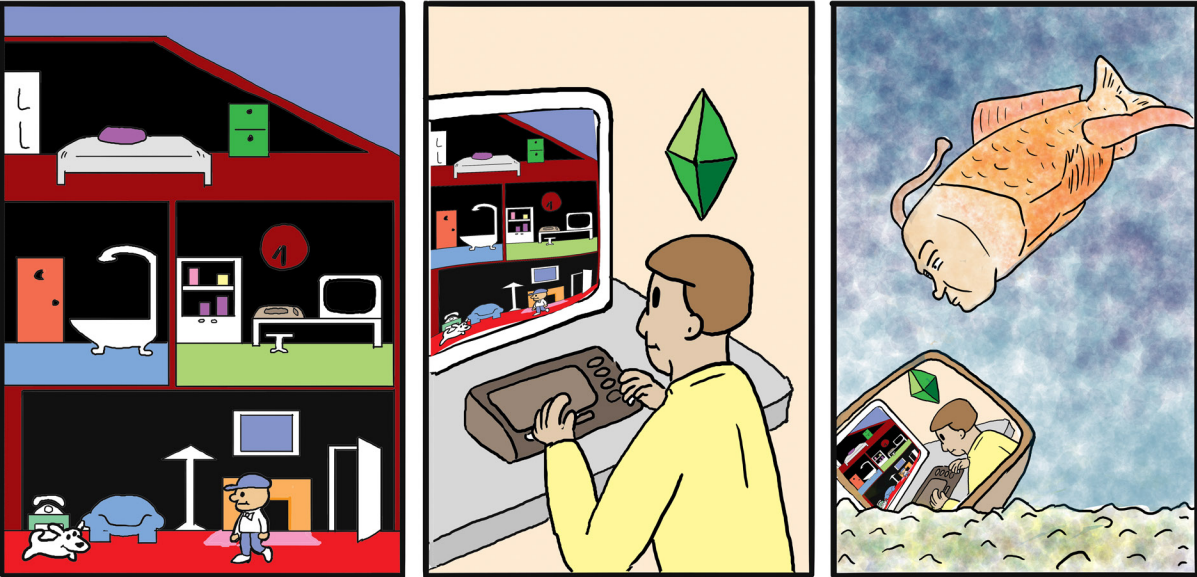
BOMB JACK



CHIP'S CHALLENGE



LITTLE COMPUTER PEOPLE



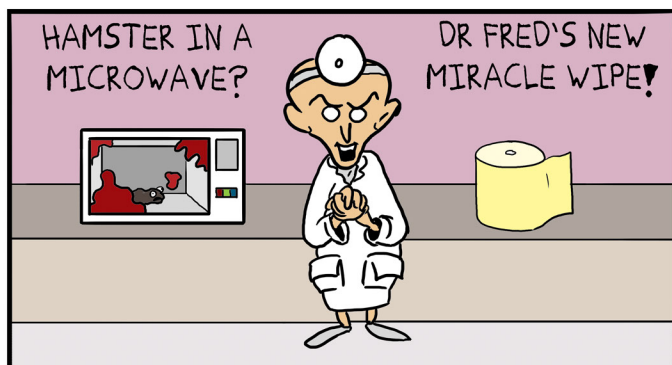
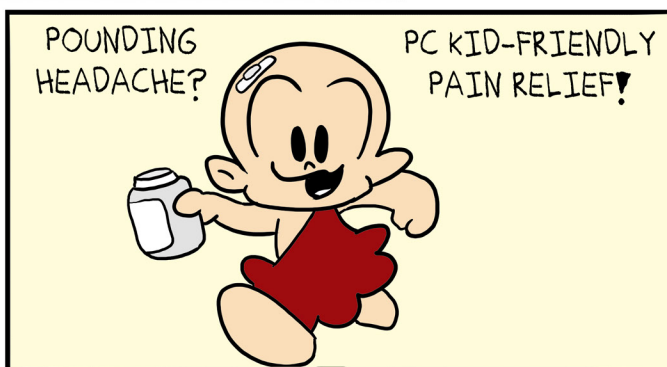
PRINCE OF PERSIA



DEFENDER OF THE CROWN



THE FUTURE OF IN-GAME ADVERTISING...



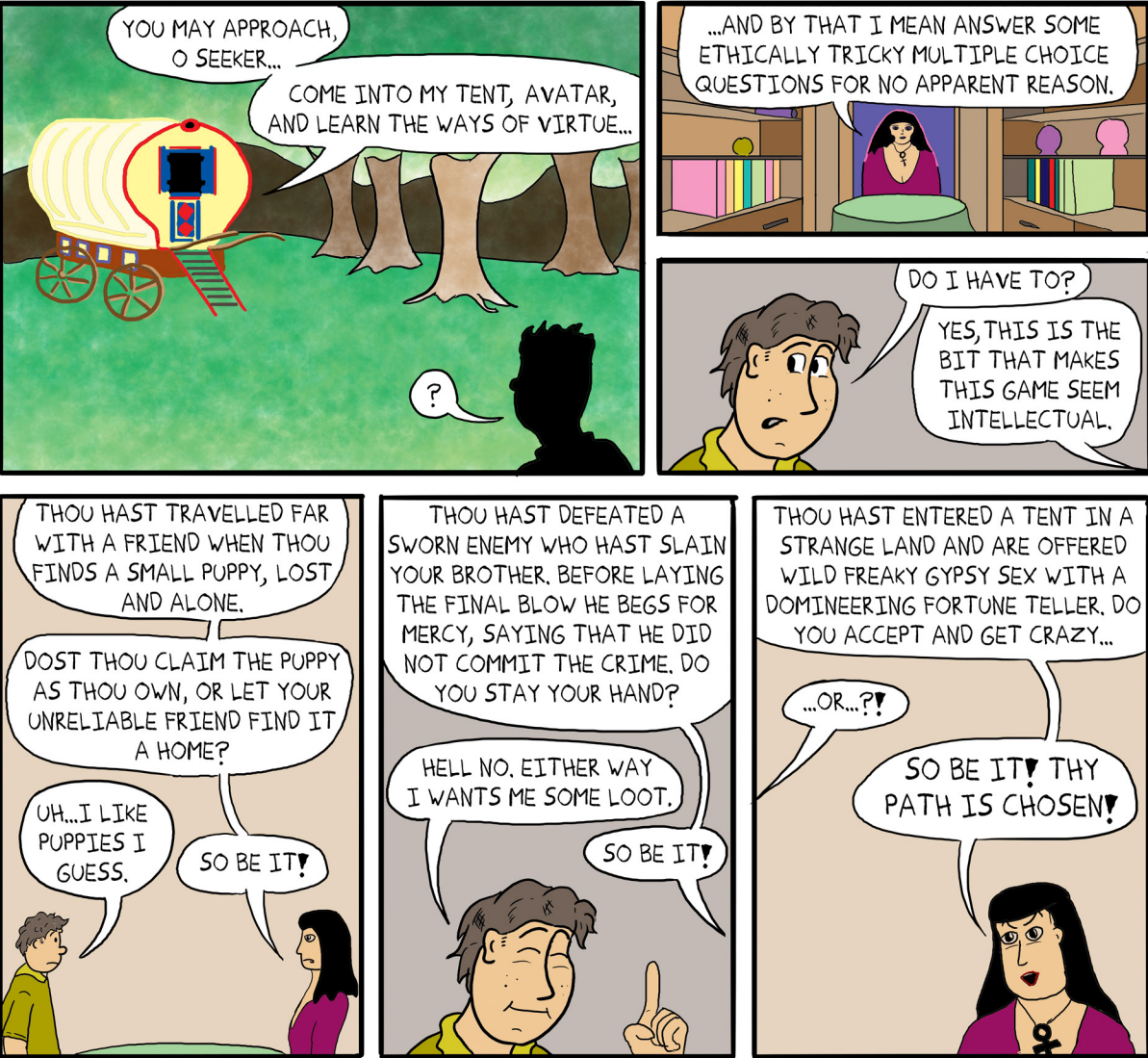
SKATE OR DIE



MORTAL KOMBAT II



ULTIMA IV

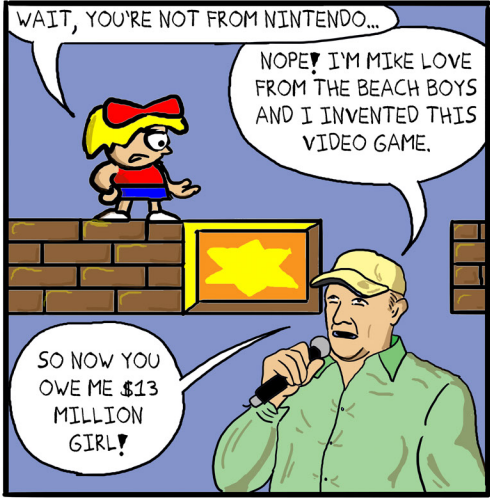


THE GREAT GIANA SISTERS



OI, YOU'RE INFRINGING COPYRIGHT!

OH CHEESE WHIZ HERE WE GO AGAIN



WAIT, YOU'RE NOT FROM NINTENDO...

NOPE! I'M MIKE LOVE FROM THE BEACH BOYS AND I INVENTED THIS VIDEO GAME.

SO NOW YOU OWE ME \$13 MILLION GIRL!

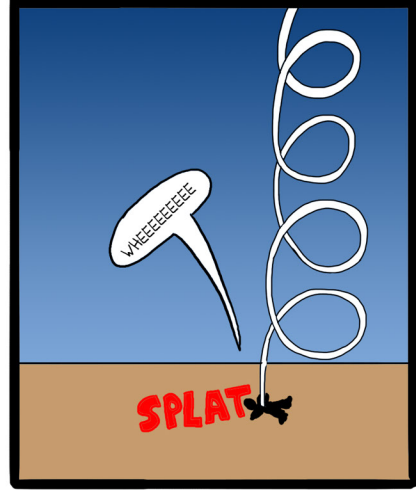


AND SINCE THE AIR I BREATHE AT SOME POINT ENTERED YOUR LUNGS I ALSO INVENTED EVERYTHING YOU WILL EVER THINK OF.

PILOTWINGS

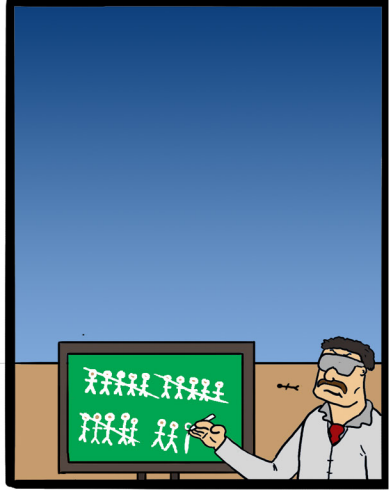


WHEEE!

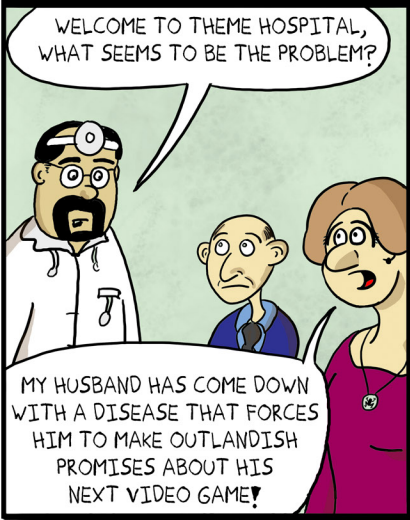


WHEEEEEEEEE

SPLAT

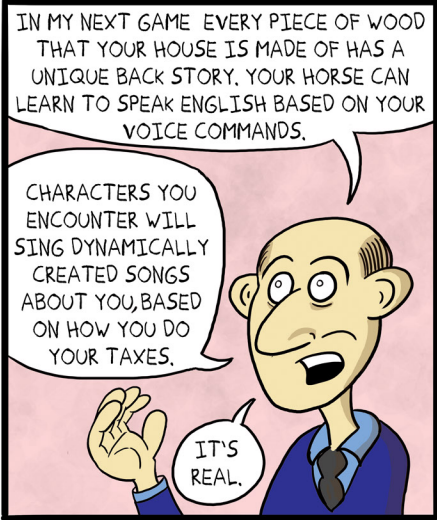


THEME HOSPITAL



WELCOME TO THEME HOSPITAL, WHAT SEEMS TO BE THE PROBLEM?

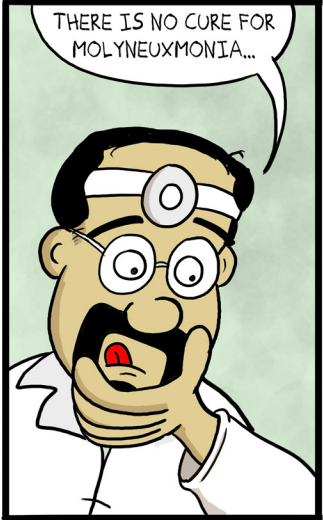
MY HUSBAND HAS COME DOWN WITH A DISEASE THAT FORCES HIM TO MAKE OUTLANDISH PROMISES ABOUT HIS NEXT VIDEO GAME!



IN MY NEXT GAME EVERY PIECE OF WOOD THAT YOUR HOUSE IS MADE OF HAS A UNIQUE BACK STORY. YOUR HORSE CAN LEARN TO SPEAK ENGLISH BASED ON YOUR VOICE COMMANDS.

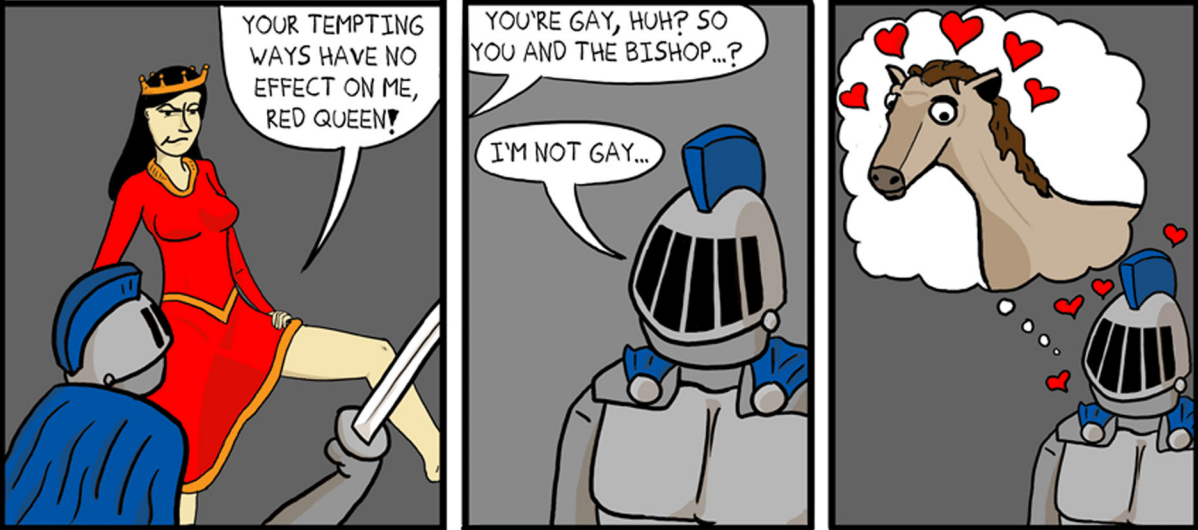
CHARACTERS YOU ENCOUNTER WILL SING DYNAMICALLY CREATED SONGS ABOUT YOU, BASED ON HOW YOU DO YOUR TAXES.

IT'S REAL.

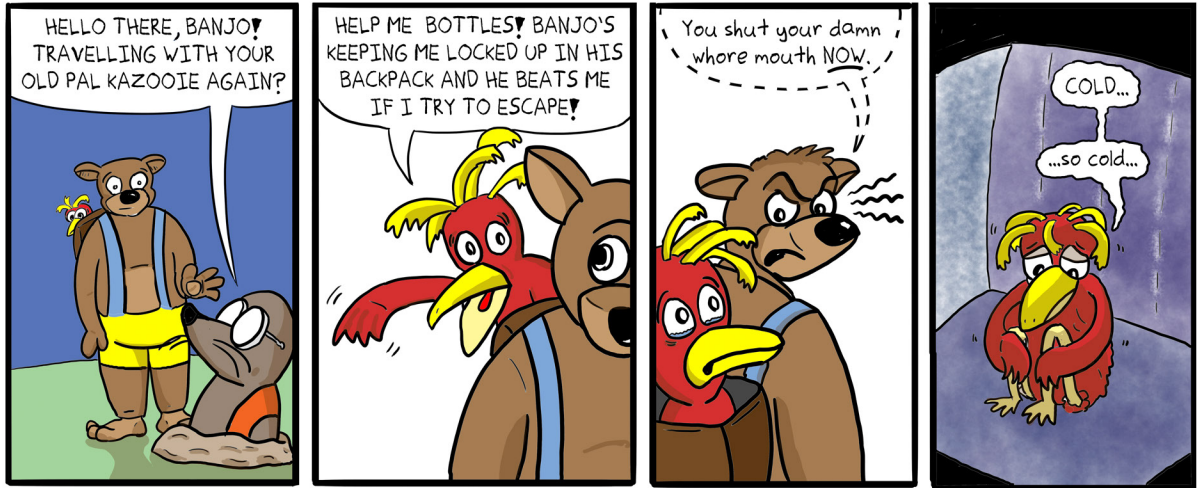


THERE IS NO CURE FOR MOLYNEUXMONIA...

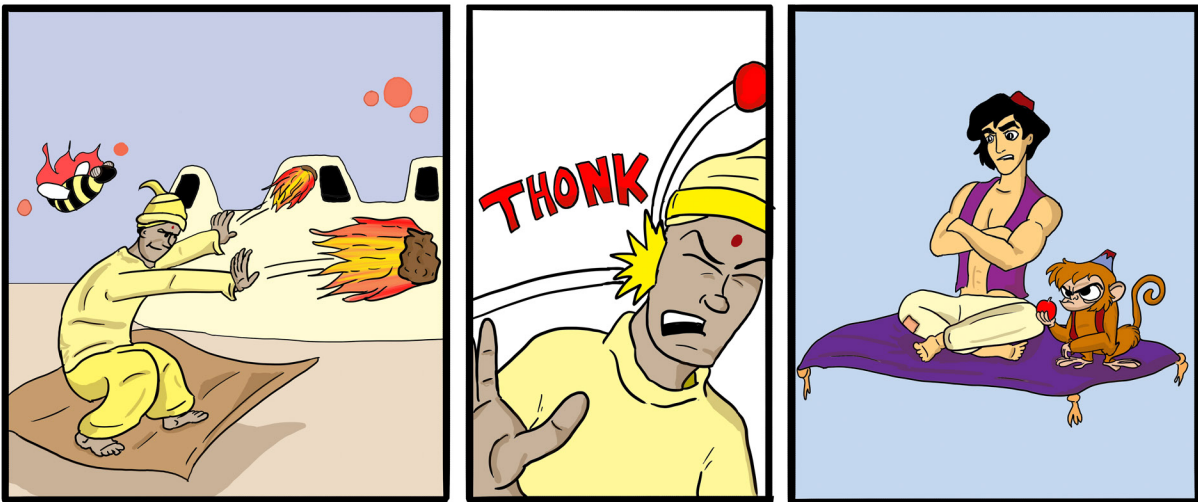
BATTLE CHESS



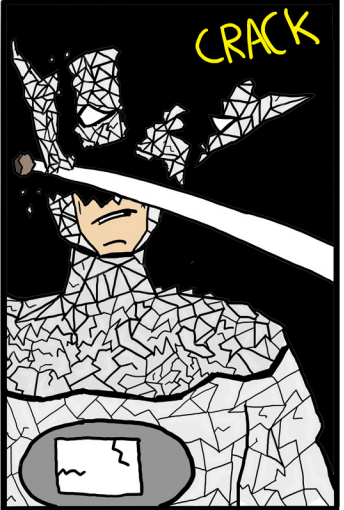
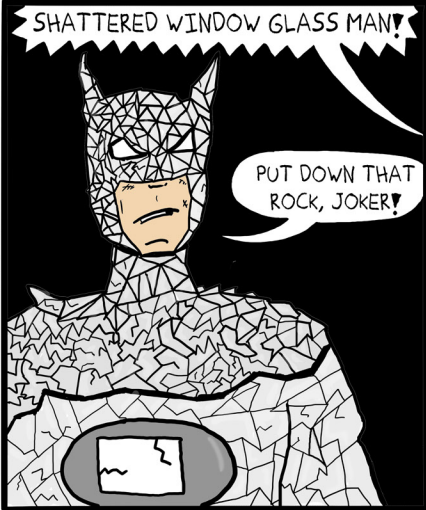
BANJO-KAZOOIE



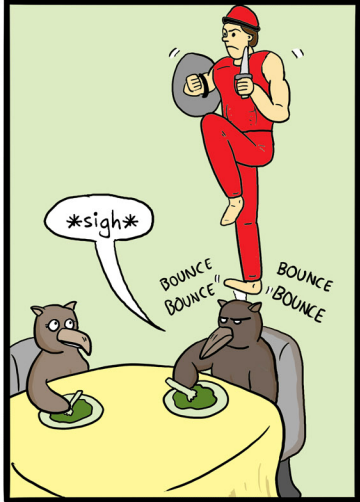
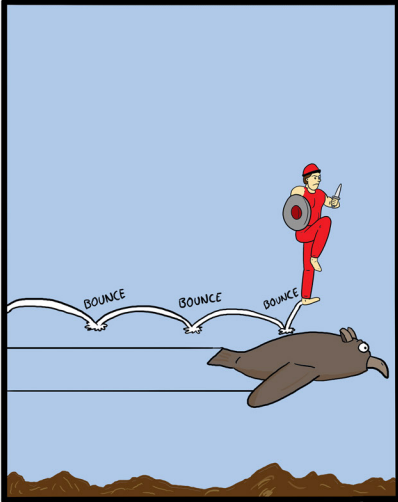
MAGIC CARPET



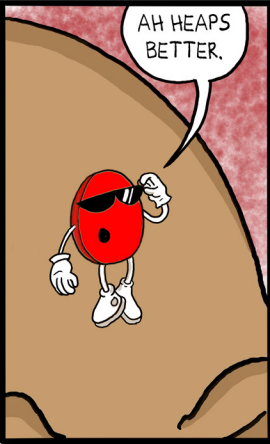
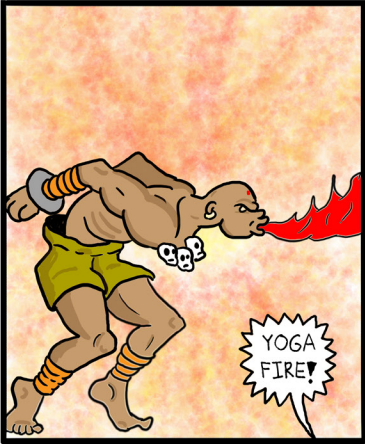
BATMAN



RASTAN

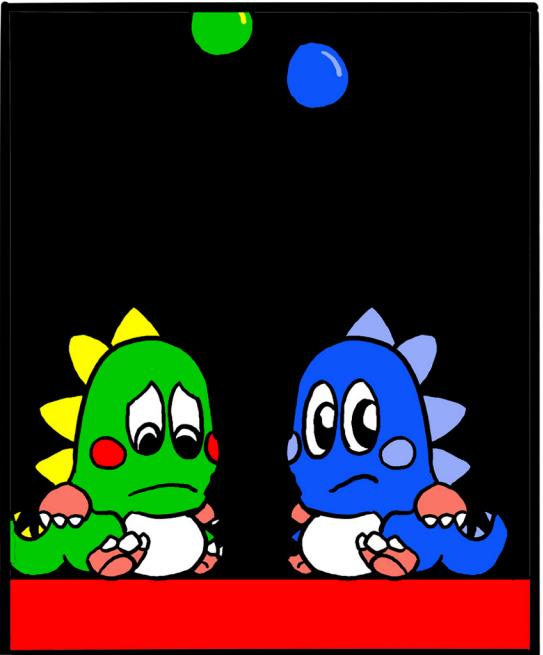
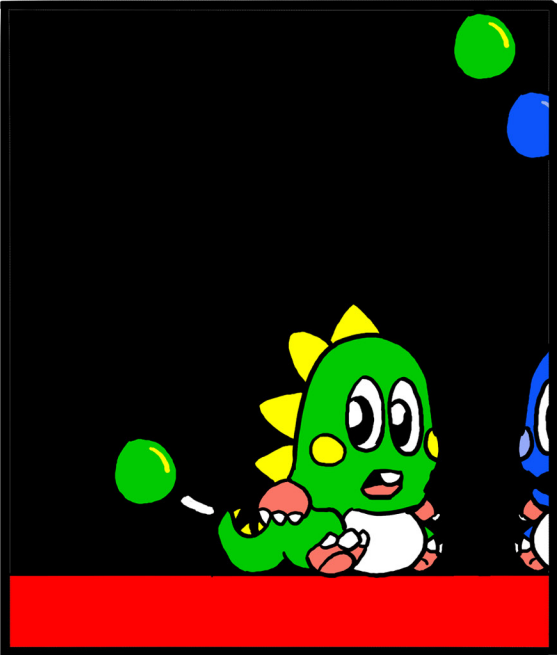
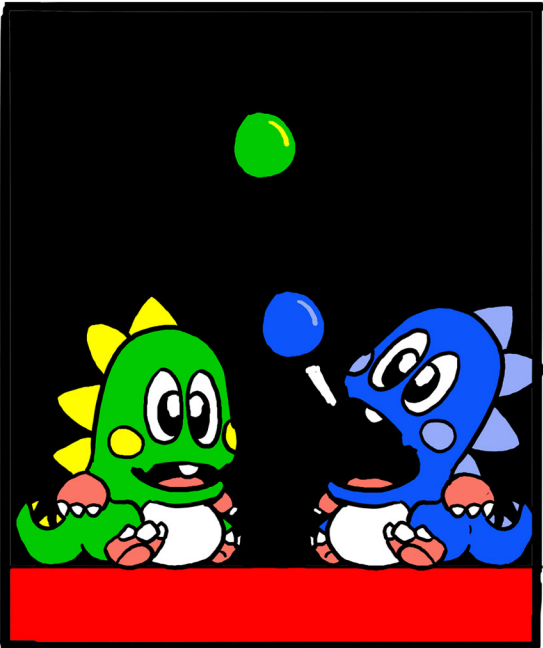
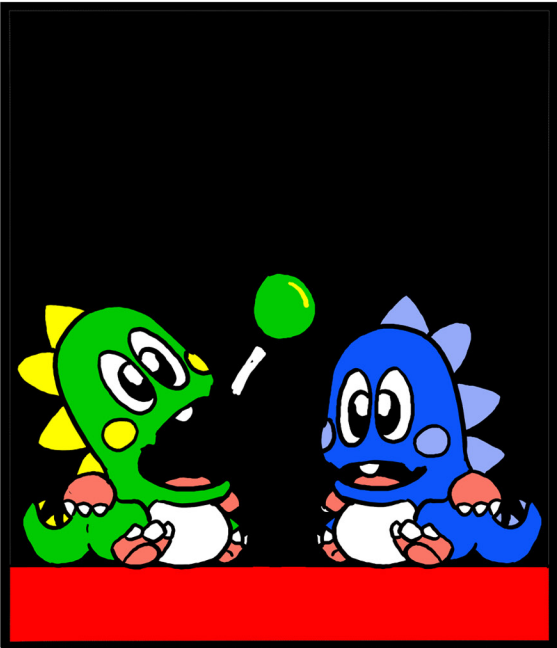


COOL SPOT

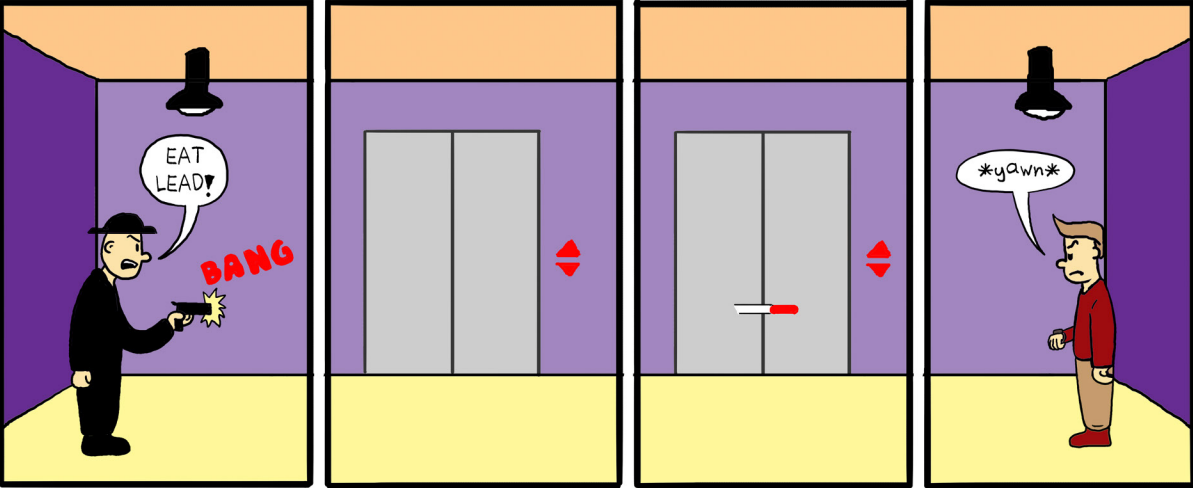


AND THAT'S THE SECRET ORIGIN OF COOL SPOT.

BUBBLE BOBBLE



ELEVATOR ACTION

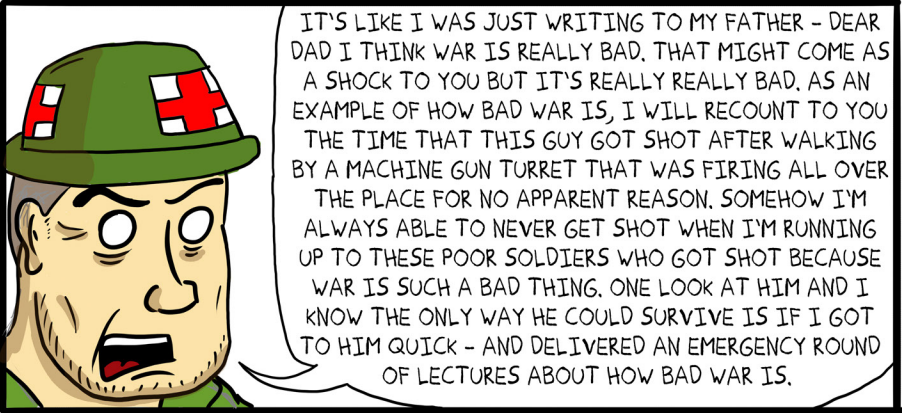


STREET FIGHTER



ANOTHER WORLD

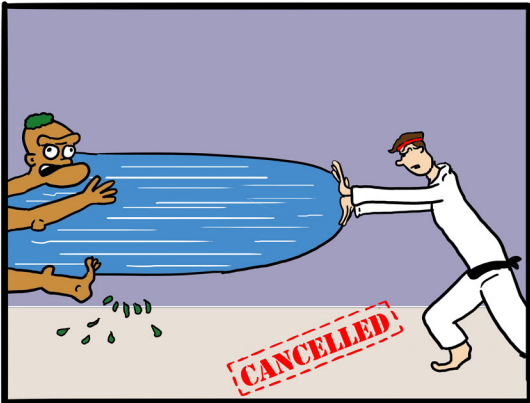
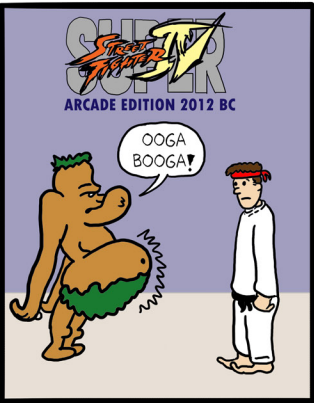
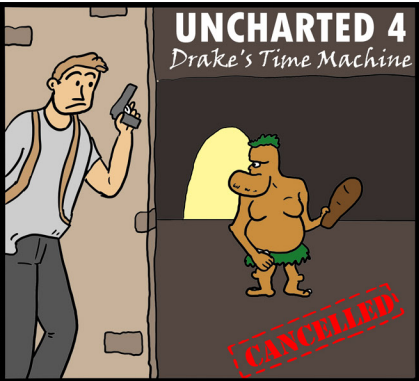




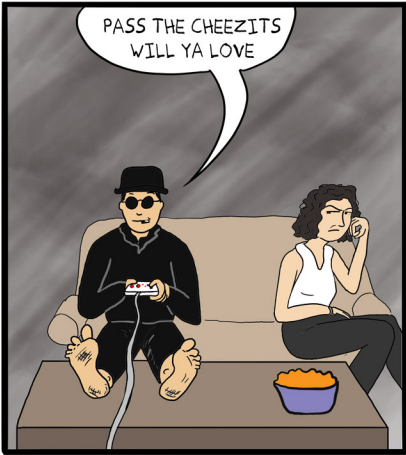
SMASH TV



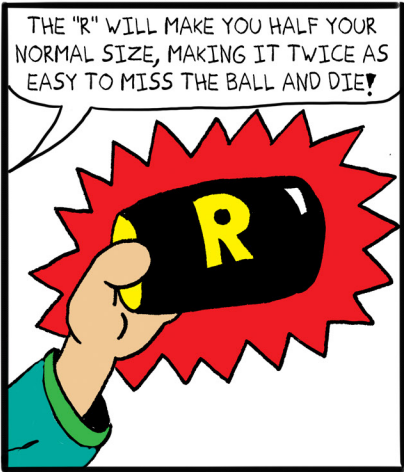
CHUCK ROCK



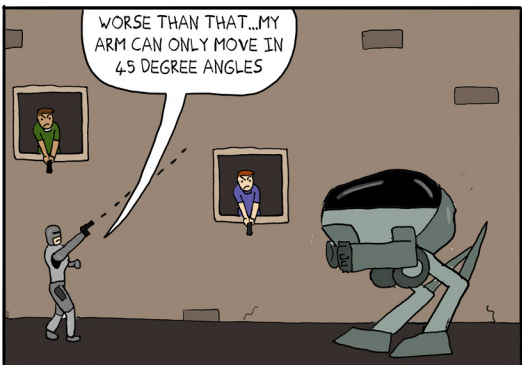
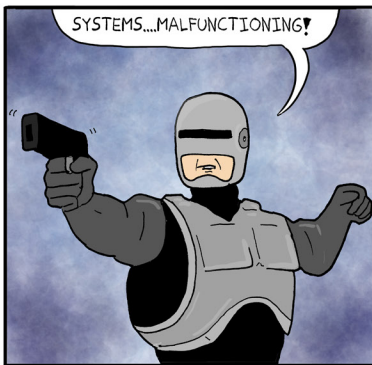
HUDSON HAWK

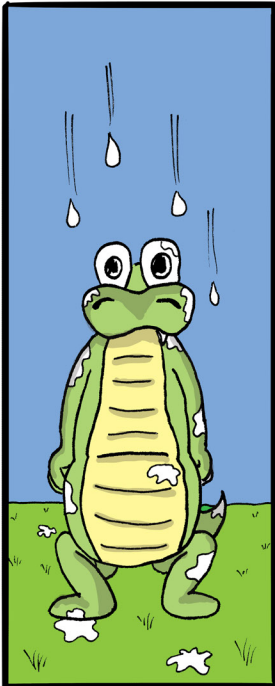
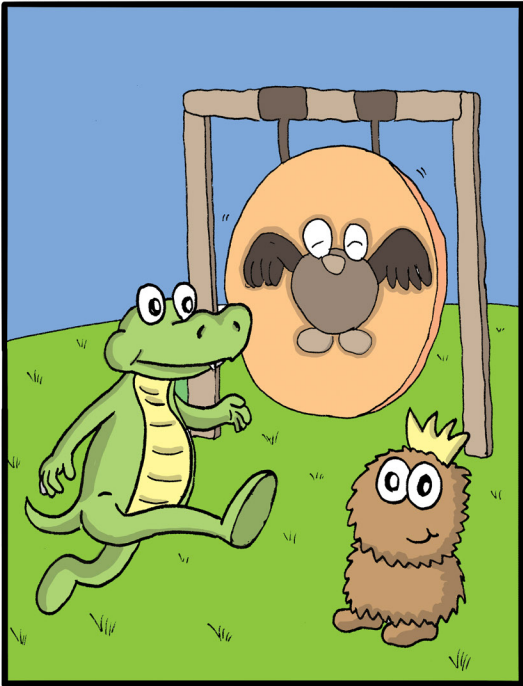


ARKANOID

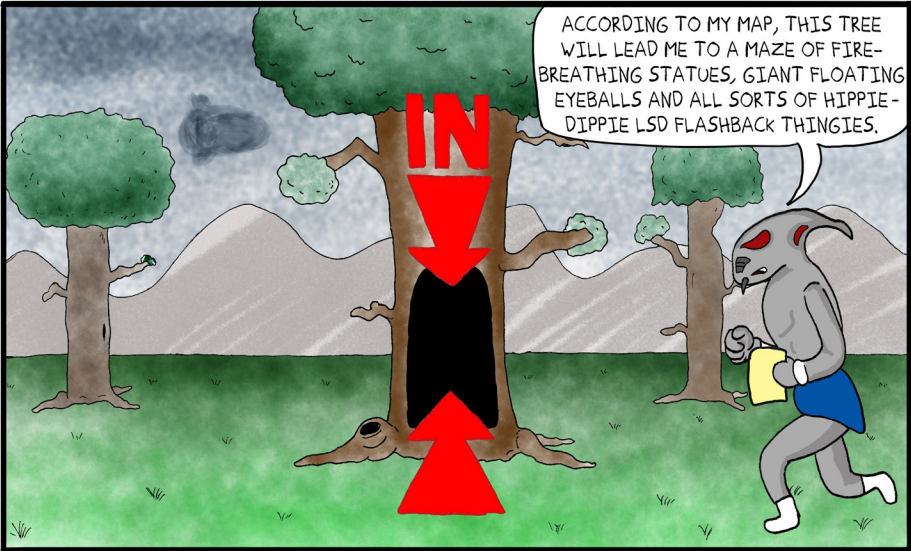


ROBOCOP





SHADOW OF THE BEAST



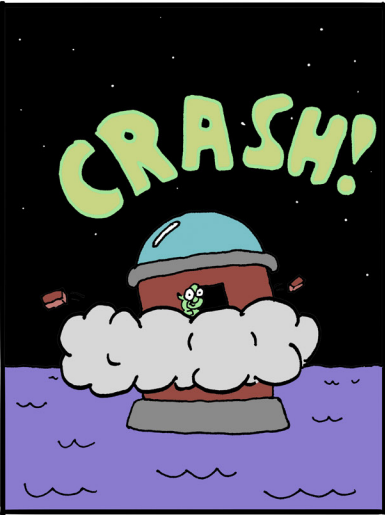
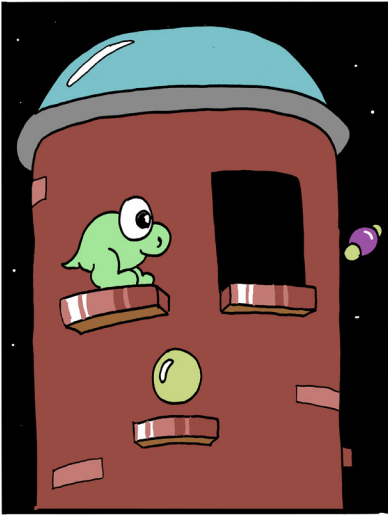
...AND THEN HE LIVED HAPPILY EVER AFTER, SAVING HOURS OF HIS LIFE BY NOT PLAYING SHADOW OF THE BEAST.

THE END

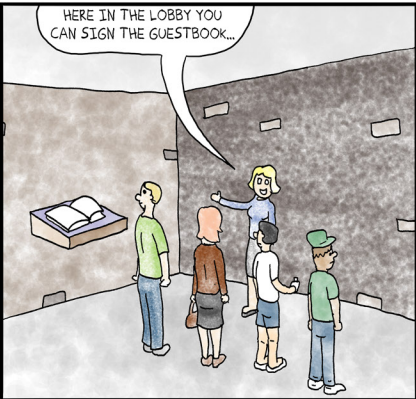
ALEX KIDD IN MIRACLE WORLD

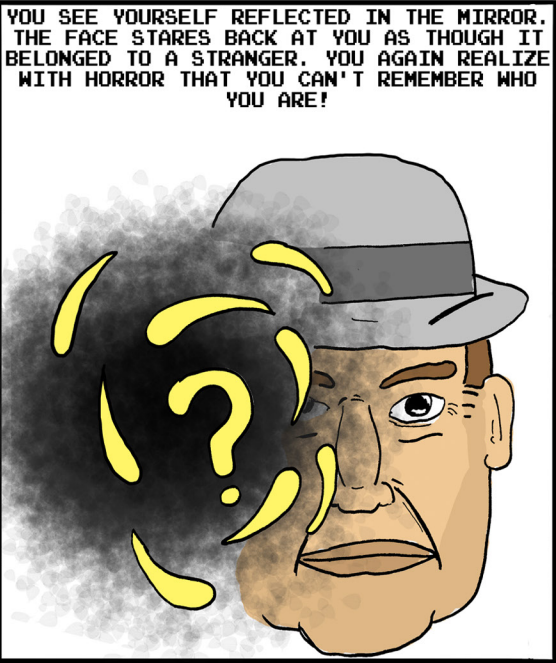
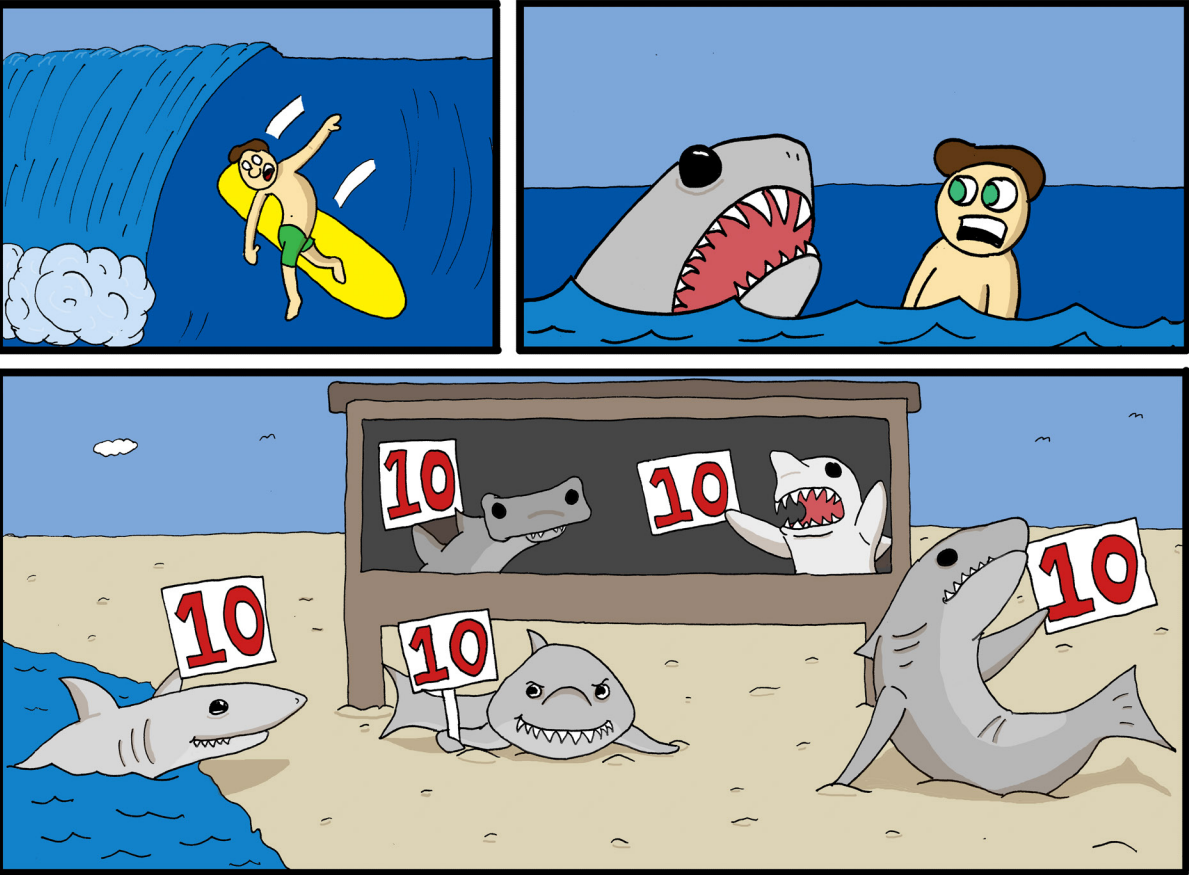


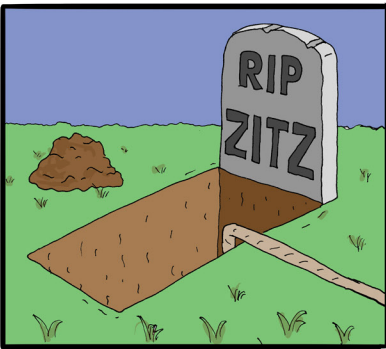
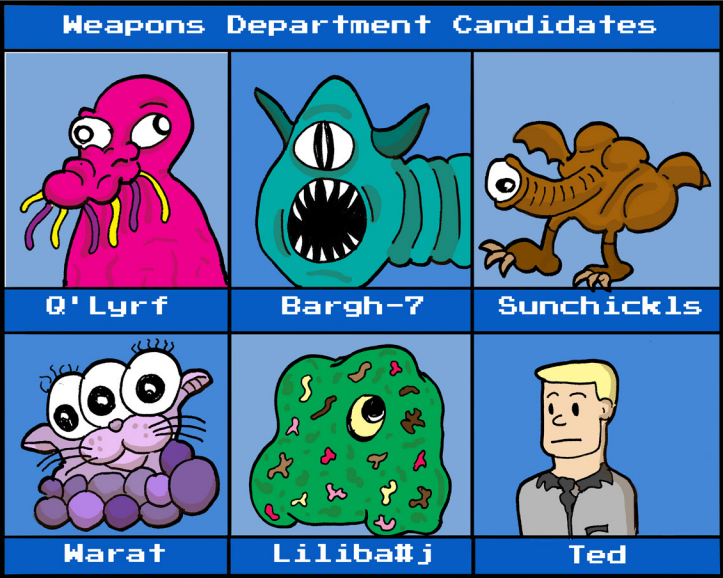
NEBULOUS



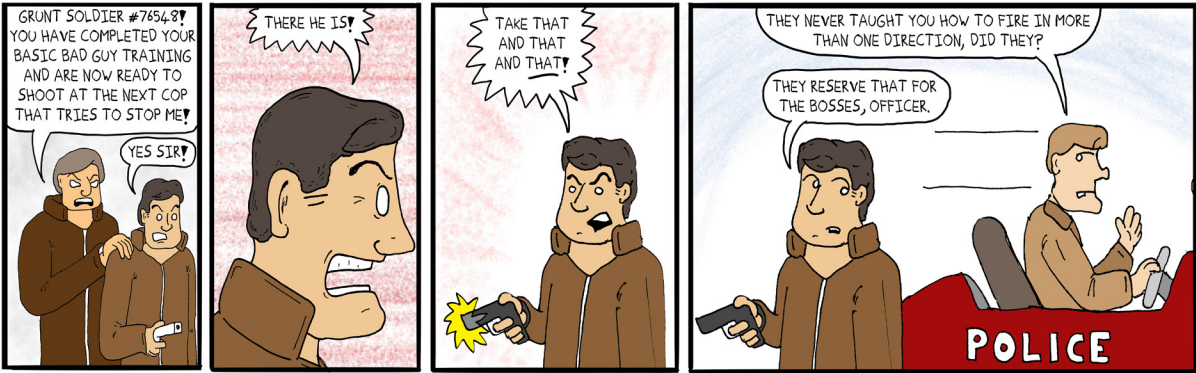
SHADOWGATE



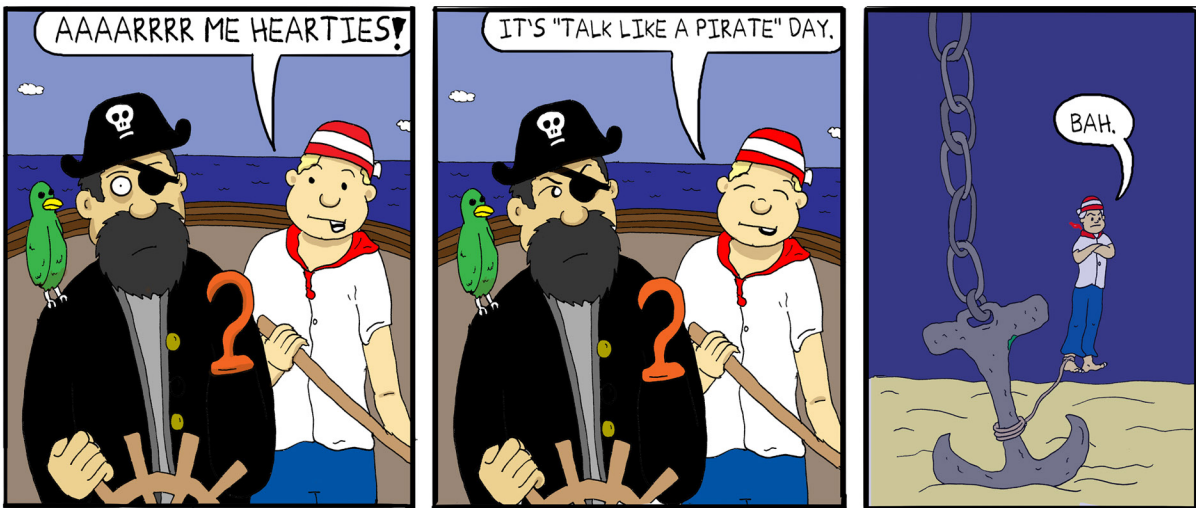




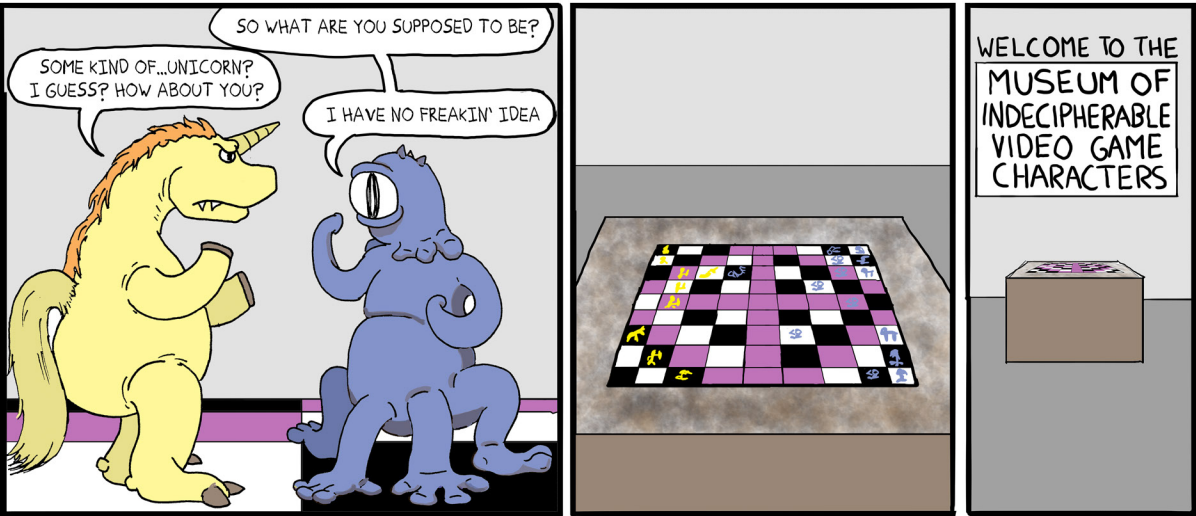
COPS



SID MEIER'S PIRATES



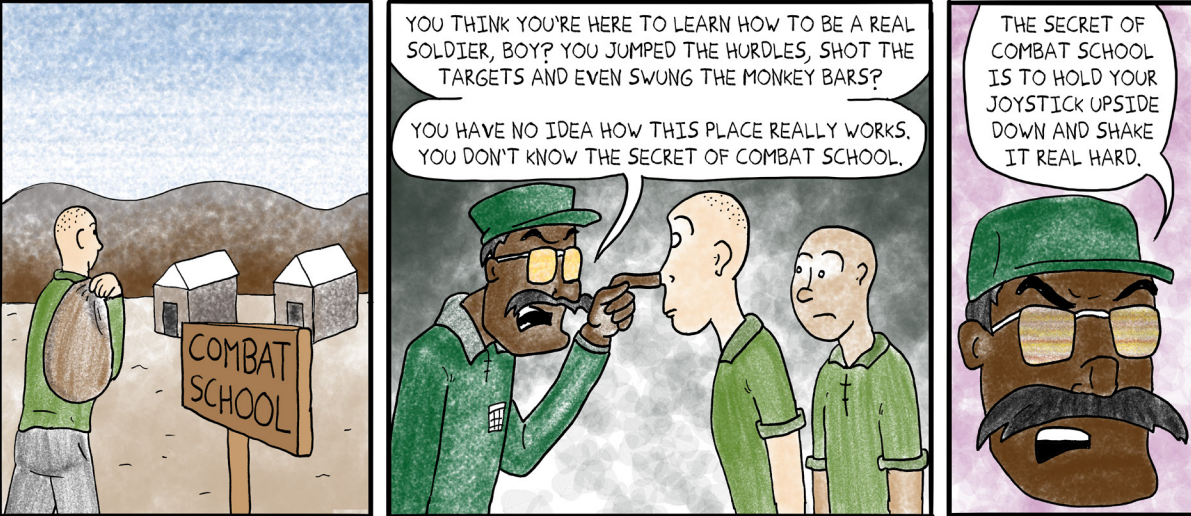
ARCHON



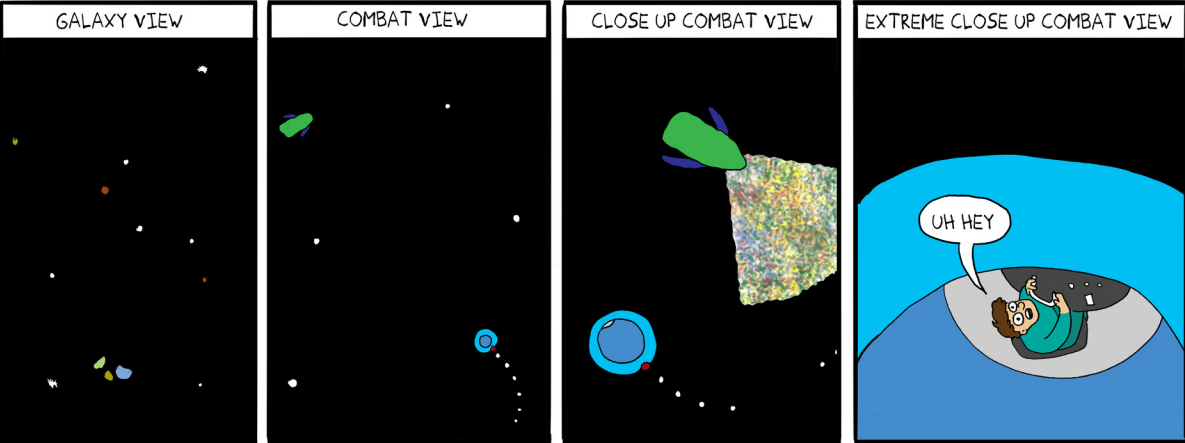
YO! JOE



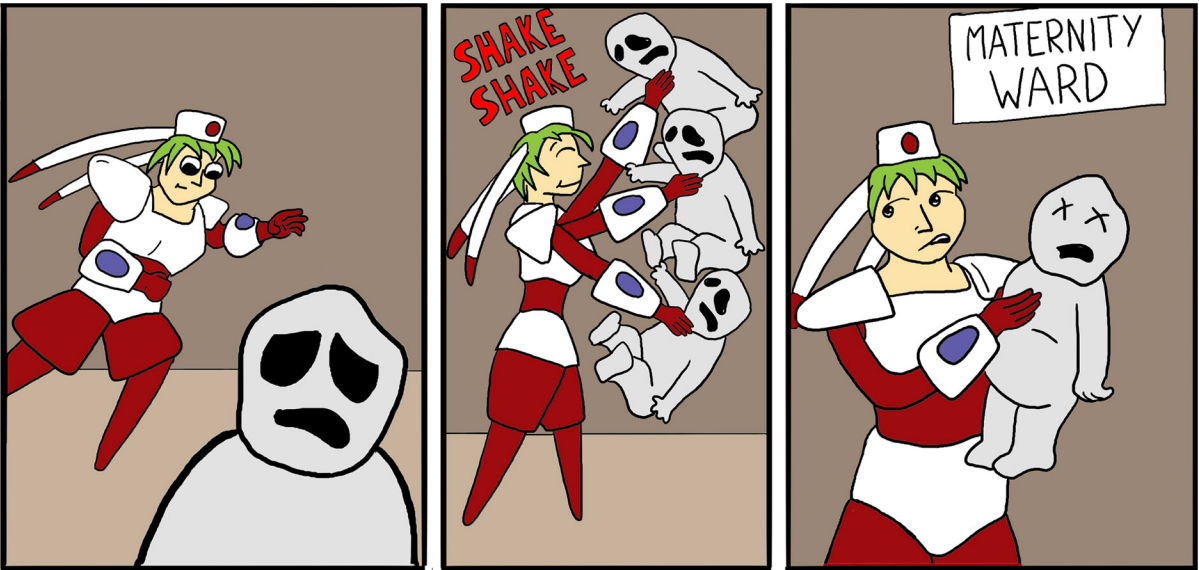
COMBAT SCHOOL



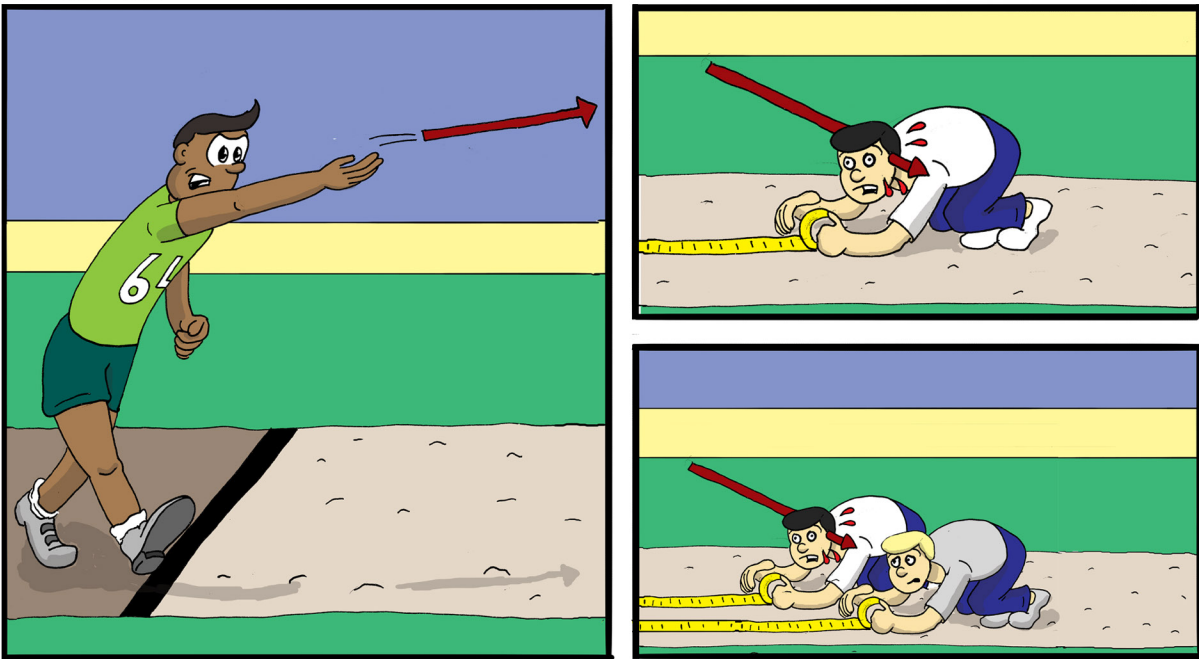
STAR CONTROL



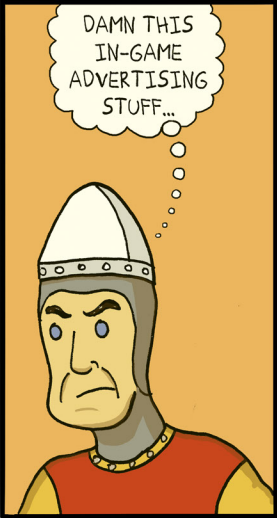
MISCHIEF MAKERS



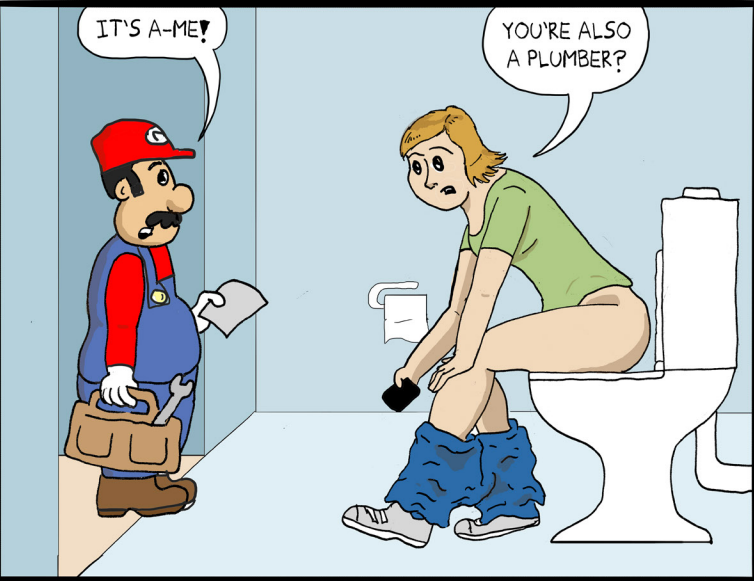
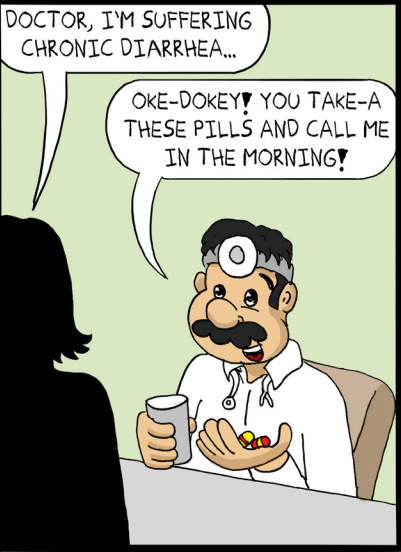
TRACK AND FIELD



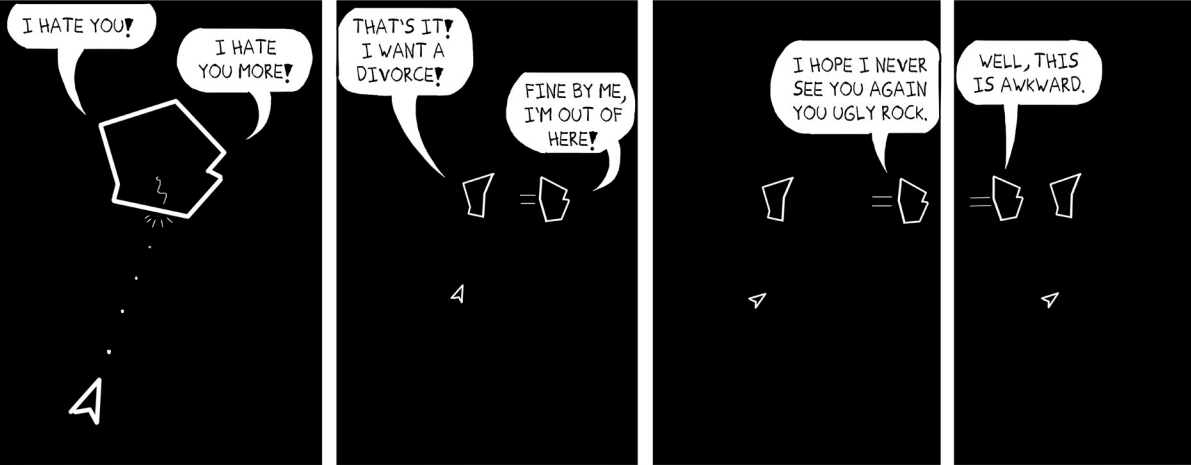
DRAGON'S LAIR



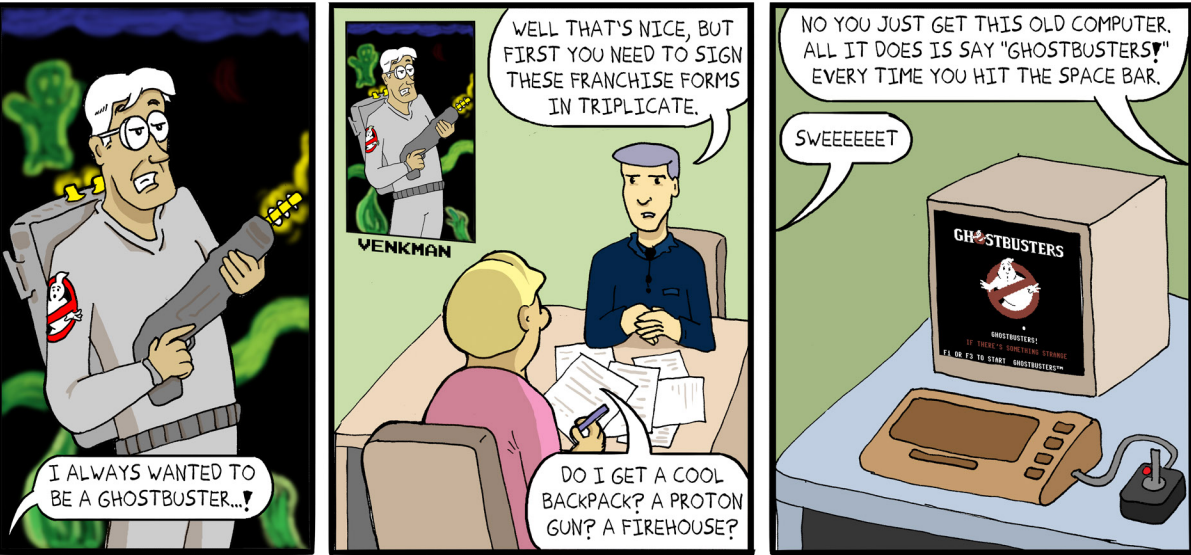
DR. MARIO



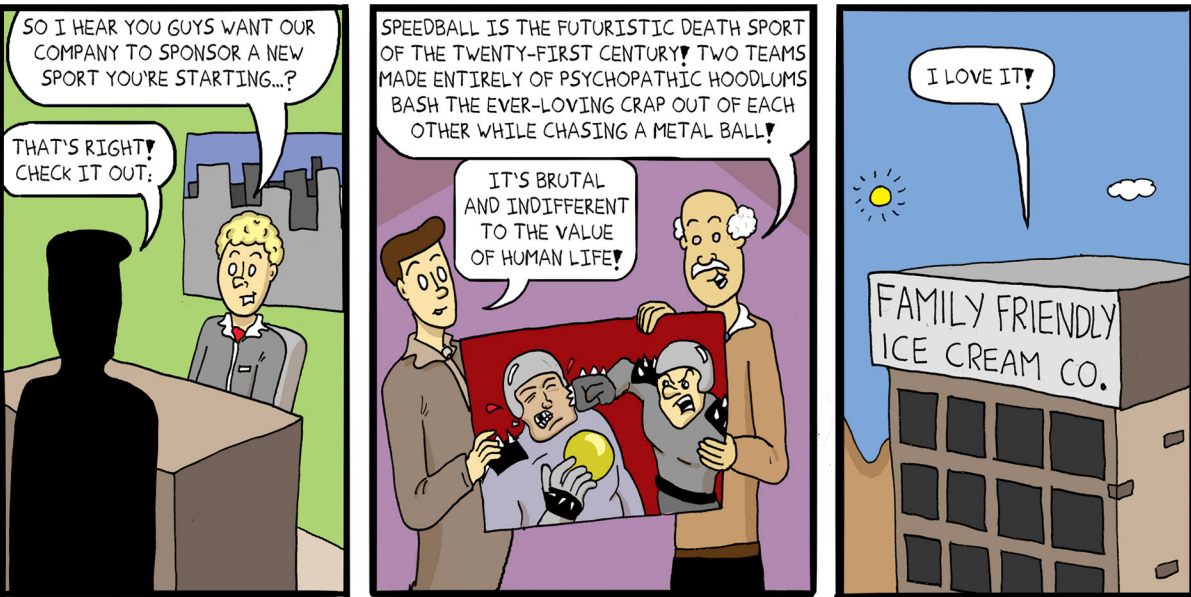
ASTEROIDS

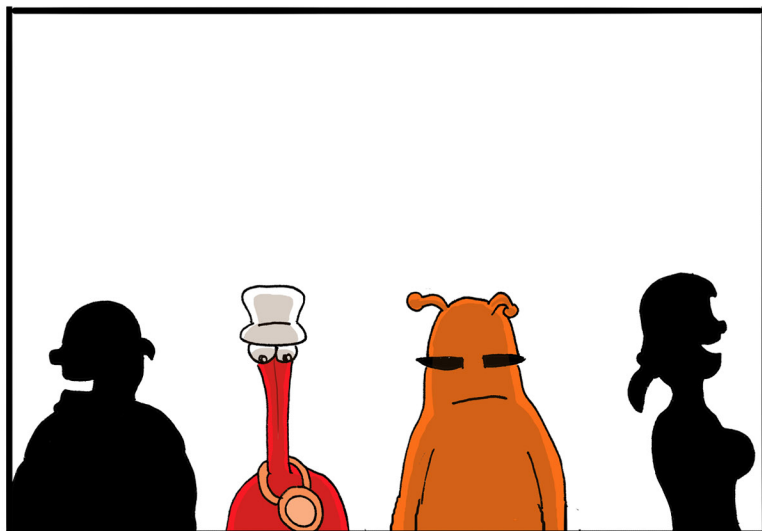
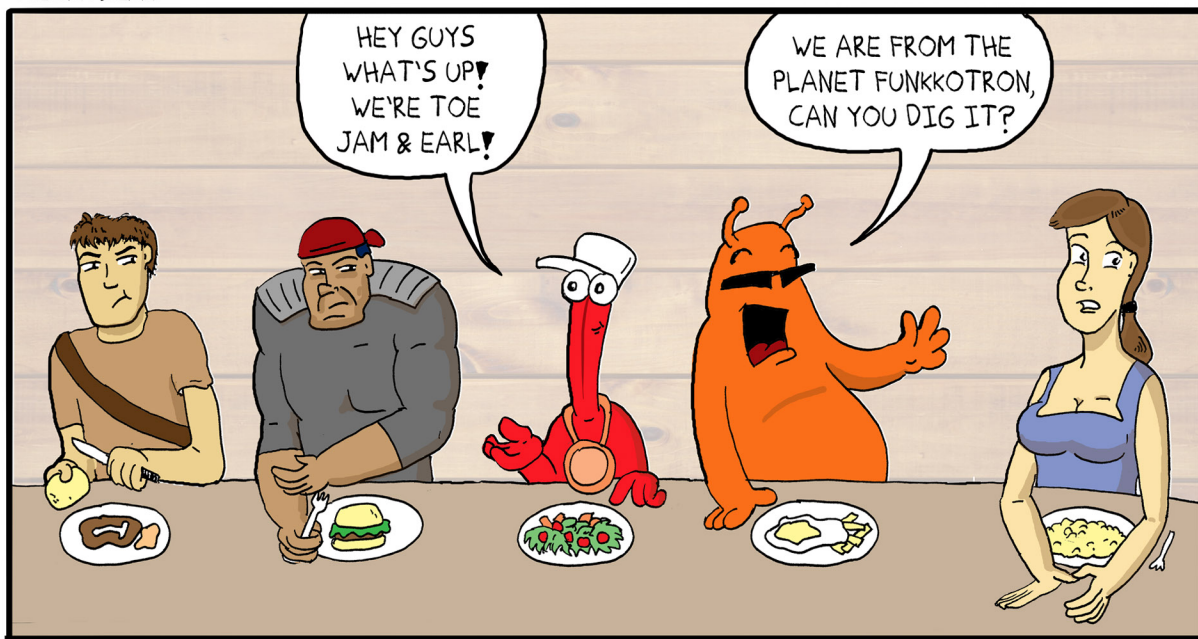


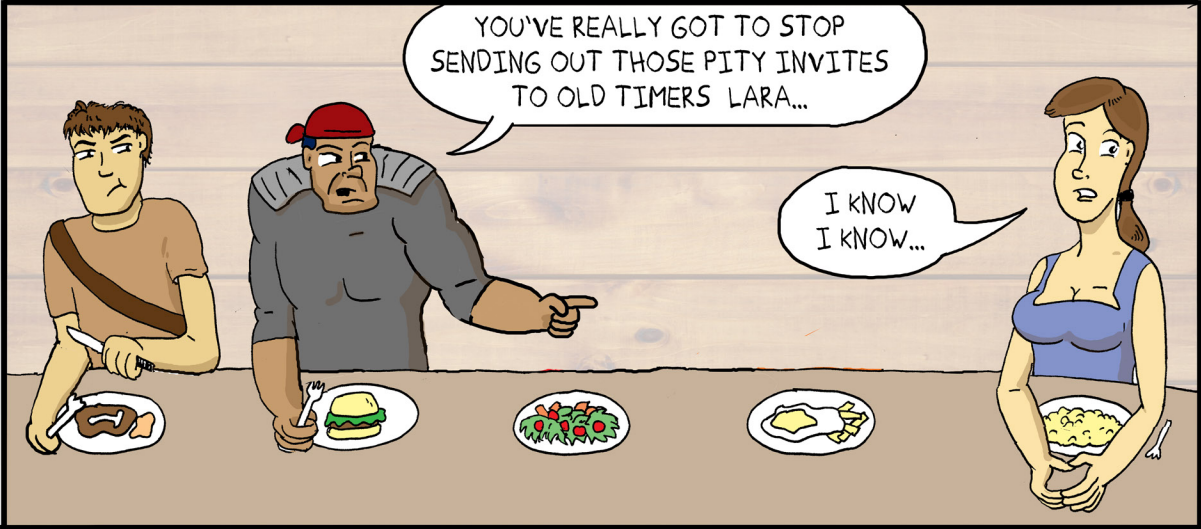
GHOSTBUSTERS



SPEEDBALL 2



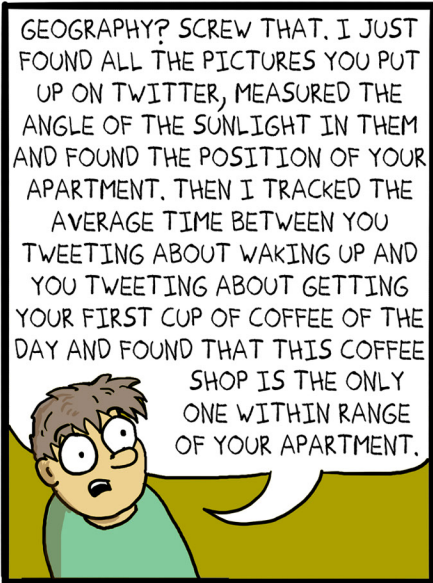




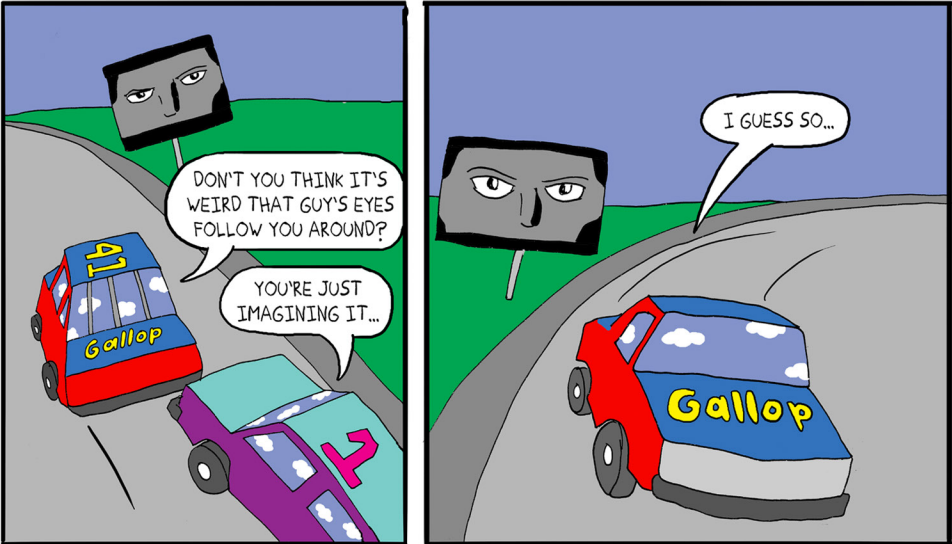
MARIO PAINT



WHERE IN THE WORLD IS CARMEN SANDIEGO



DAYTONA USA



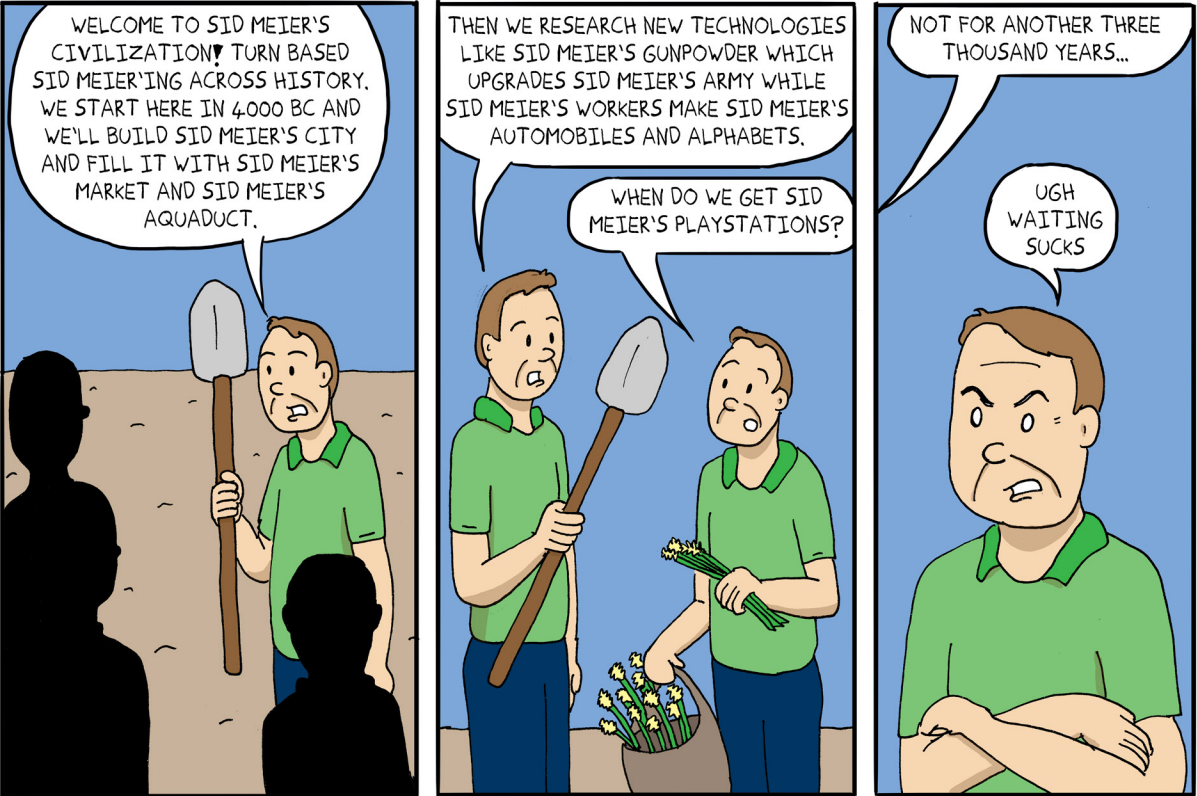
SIM CITY



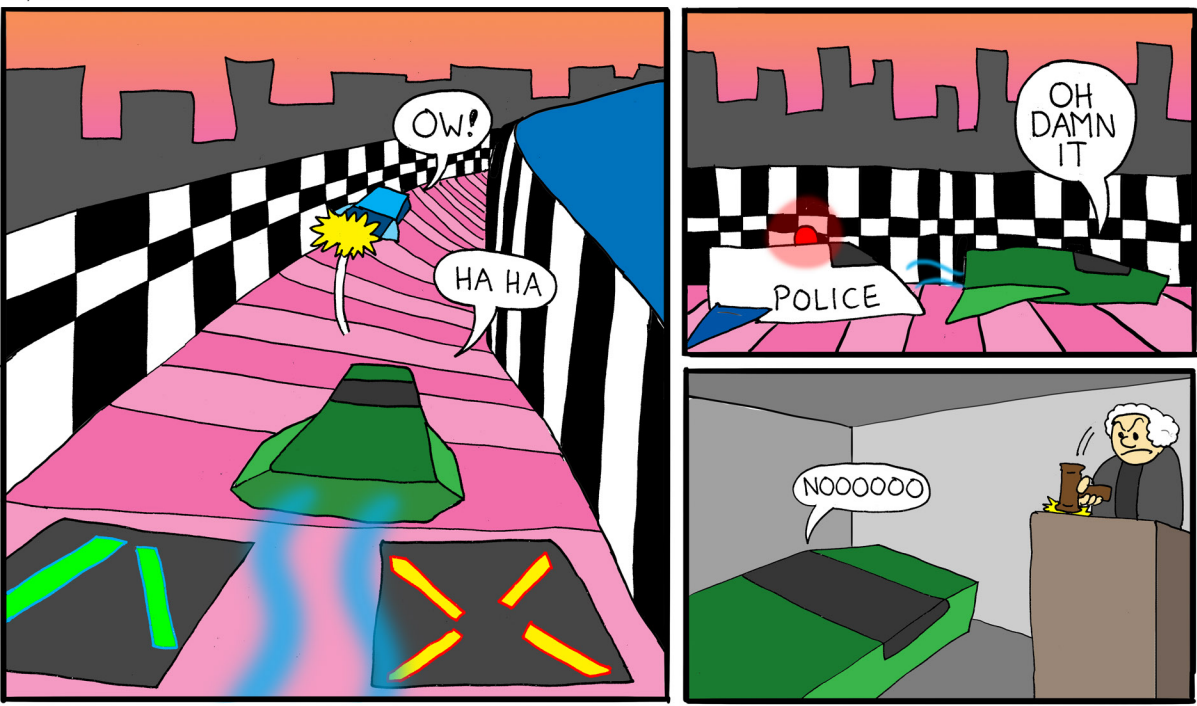
SIM ANT



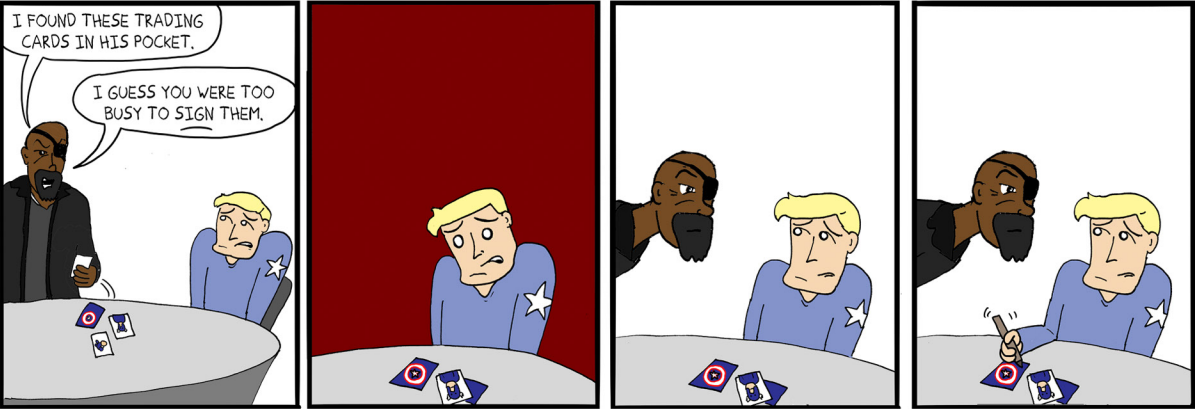
SID MEIER'S CIVILIZATION



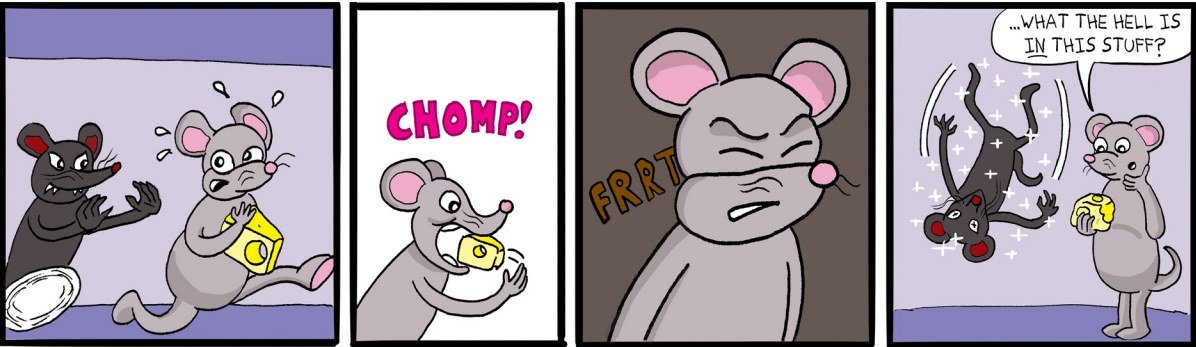
wip'Eout"



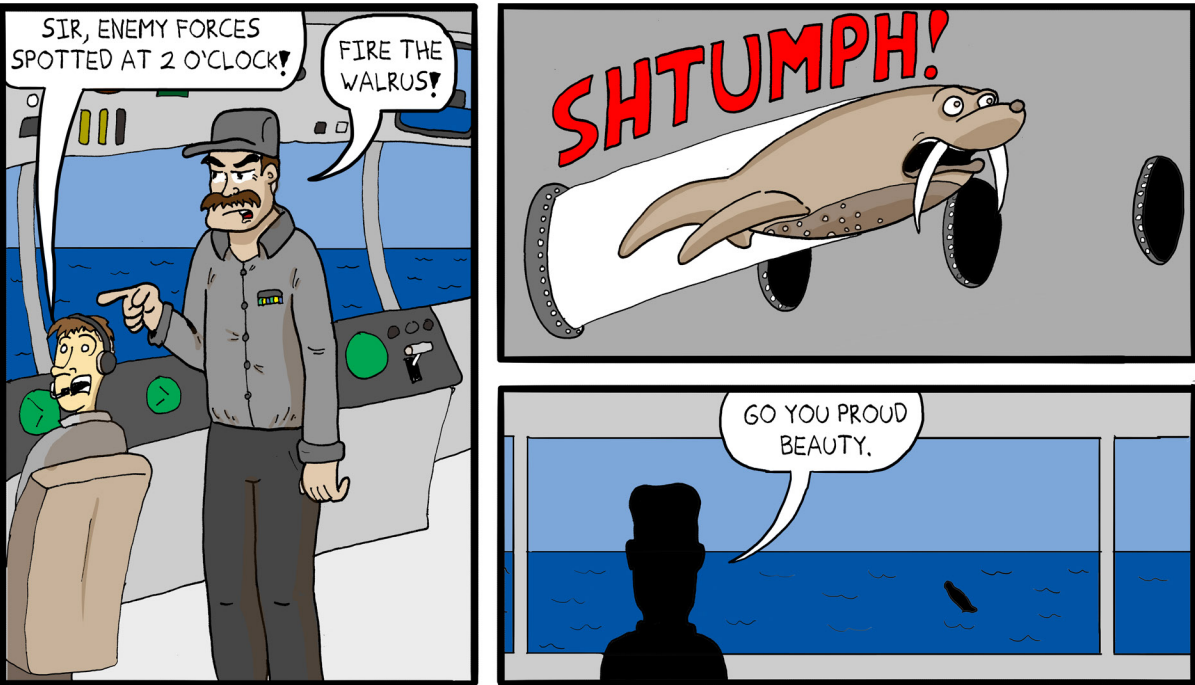
CAPTAIN AMERICA AND THE AVENGERS



RADAR RAT RACE



CARRIER COMMAND



STREET FIGHTER 2:
THE WORLD WARRIOR

I WAS OBSESSED WITH THIS
DAMN GAME WHEN IT HIT THE
ARCADES BACK IN 1991.

I DON'T KNOW IF YOU REMEMBER
(OR WERE EVEN ALIVE BACK THEN)
BUT IT WAS A HUGE, HUGE DEAL.



EVERY ARCADE IN THE WORLD HAD ONE OF
THESE MACHINES, AND PEOPLE WOULD LINE
UP FOR HOURS JUST TO HAVE A GO.



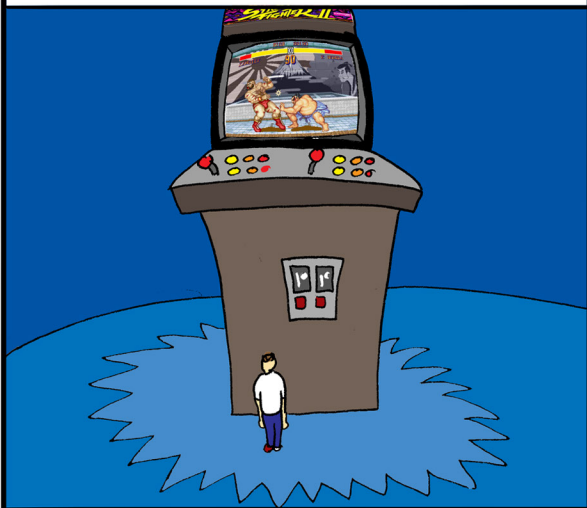
THERE WAS NO FEVER LIKE THIS SINCE PAC-MAN.



BECAUSE I LIVED SO FAR FROM A REAL ARCADE, I COULD ONLY PLAY IT A FEW PRECIOUS TIMES A MONTH.

SOMETIMES A LOCAL STORE WOULD PUT A MACHINE IN FOR A FEW DAYS BEFORE IT GOT VANDALISED BEYOND REPAIR. I COULD NEVER PLAY IT ENOUGH.

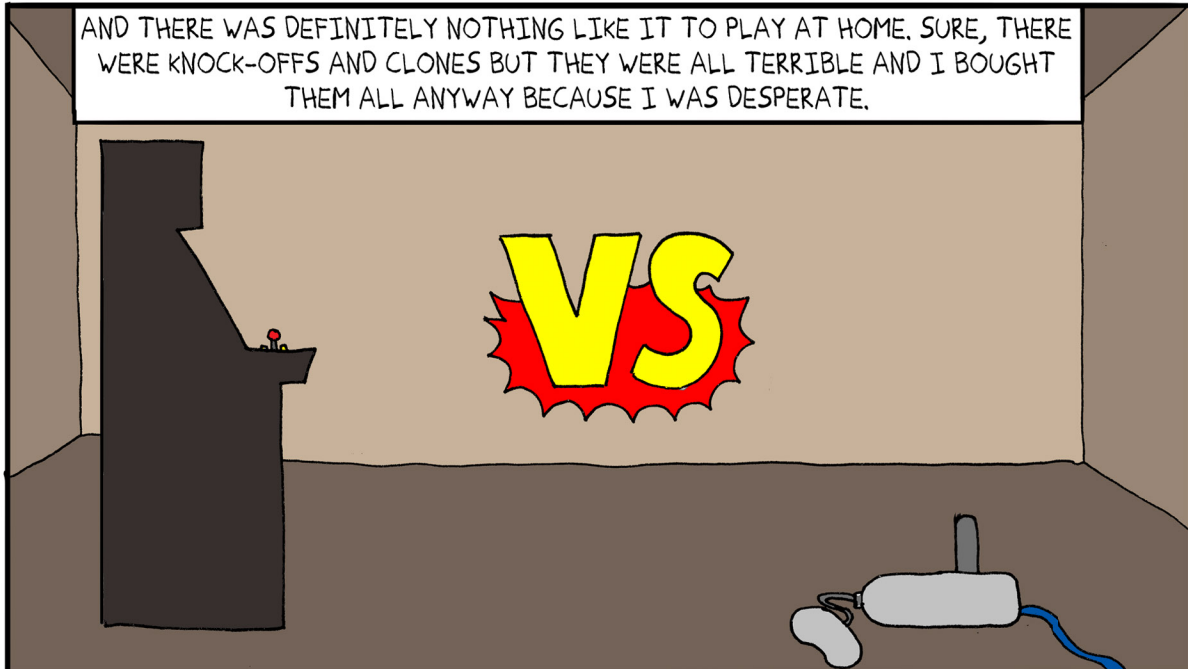
IT WAS BIG AND IMPORTANT AND I LOVED IT.



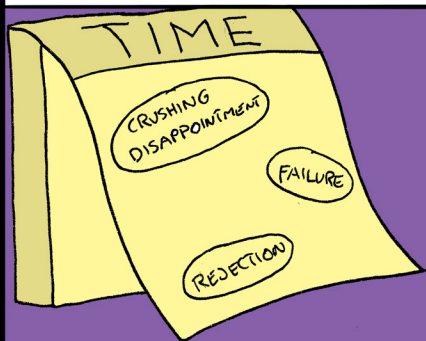
SO DID LOTS OF PEOPLE.



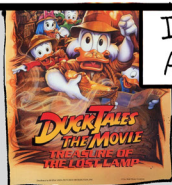
AND THERE WAS DEFINITELY NOTHING LIKE IT TO PLAY AT HOME. SURE, THERE WERE KNOCK-OFFS AND CLONES BUT THEY WERE ALL TERRIBLE AND I BOUGHT THEM ALL ANYWAY BECAUSE I WAS DESPERATE.



MONTHS PASS AND MY OBSESSION WITH VIDEO GAMES GETS STRONGER EVERY PASSING DAY I SIT ALONE IN MY ROOM PLAYING SUPER NINTENDO AND COMMODORE 64.



THEN THE NEWS COMES OUT: STREET FIGHTER 2 WAS COMING TO SUPER NINTENDO!

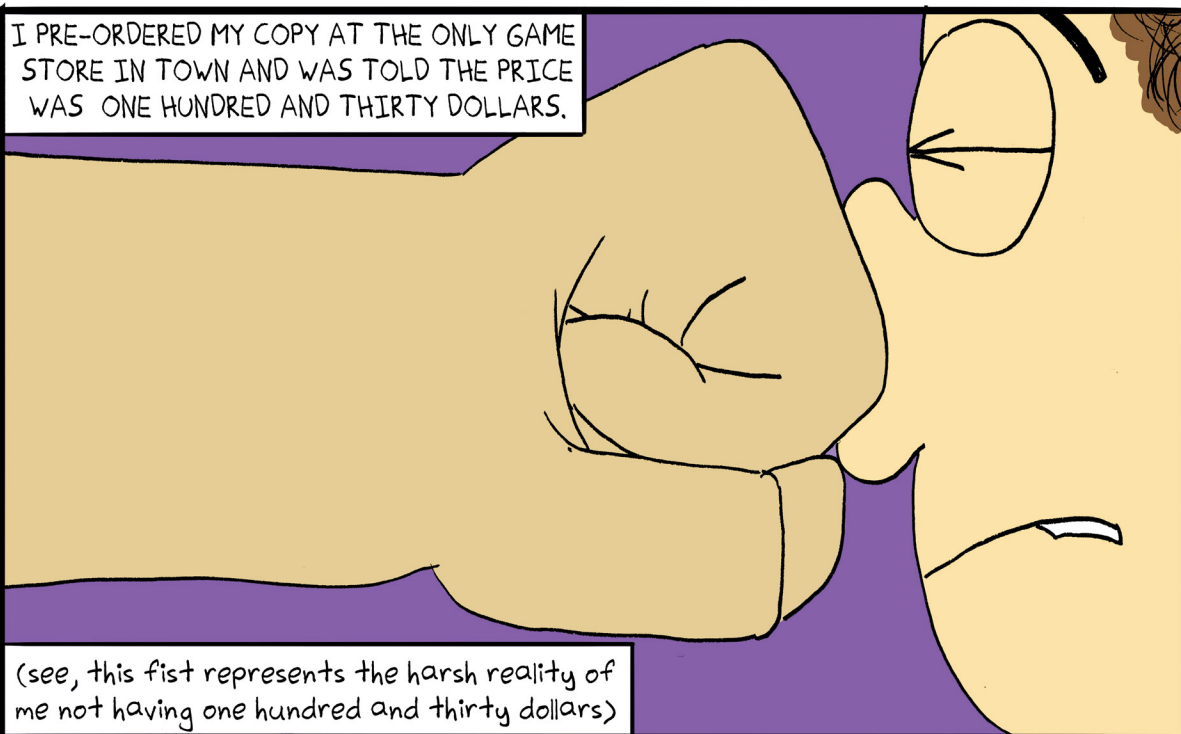


I SPEND THE FOLLOWING WEEKS READING EVERYTHING I COULD ABOUT IT. I COULDN'T BELIEVE I'D BE ACTUALLY OWNING IT.



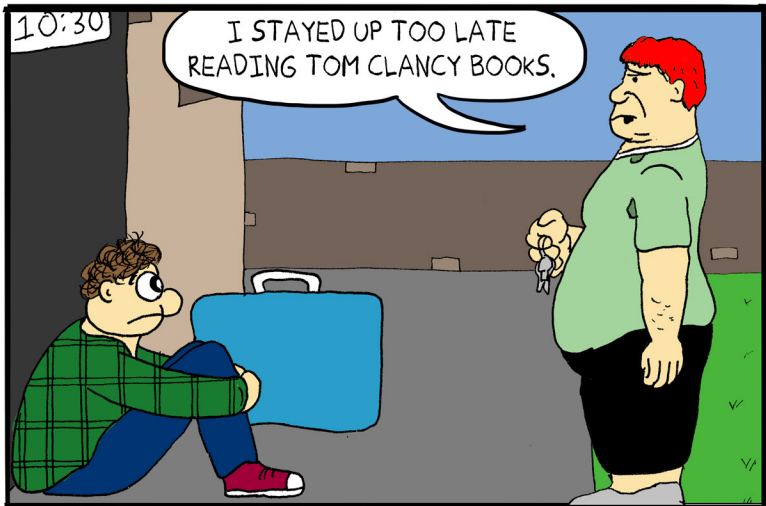
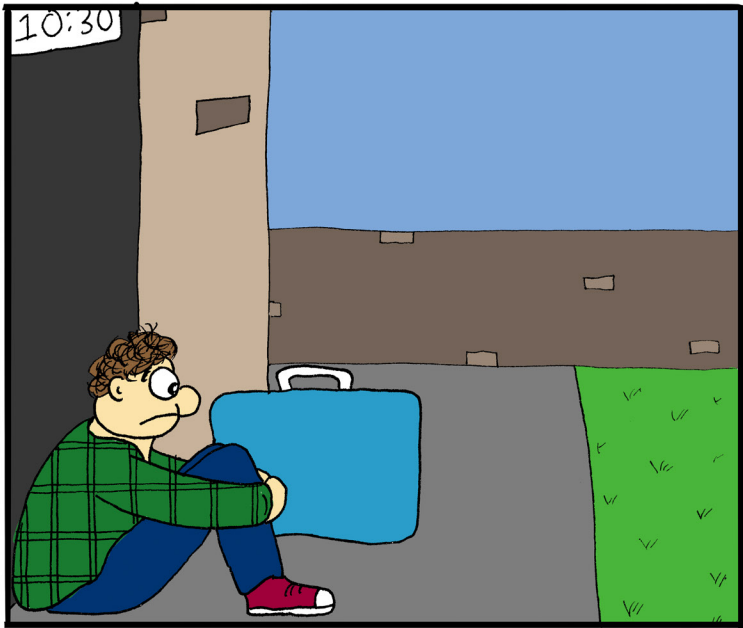
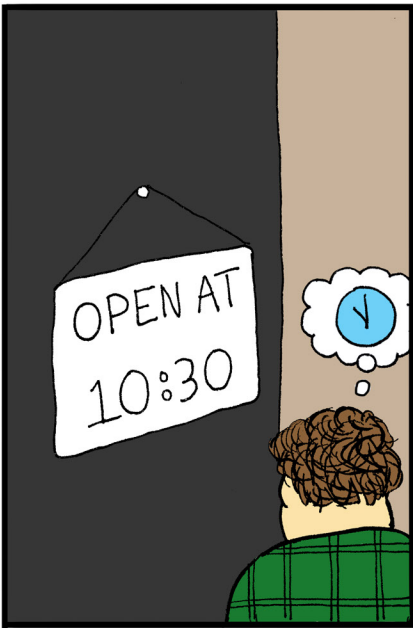
THIS WAS GOING TO BE THE GREATEST DAY OF MY ENTIRE LIFE AND THE SOLE REASON I CONTINUED TO EXIST.

I PRE-ORDERED MY COPY AT THE ONLY GAME STORE IN TOWN AND WAS TOLD THE PRICE WAS ONE HUNDRED AND THIRTY DOLLARS.



(see, this fist represents the harsh reality of me not having one hundred and thirty dollars)

I DID, HOWEVER, HAVE A PLAN.



SO YOU WANT TO SELL ME
SOME MORE OF YOUR COMIC
COLLECTION?



THIS WASN'T "SOME" OF THE COLLECTION - THIS WAS THE
WHOLE LOT. I HAD SPENT YEARS COLLECTING THESE.
I REALLY LOVED MY COMIC COLLECTION.



BUT, YOU KNOW,
STREET FIGHTER 2.



HOW MUCH DO YOU
WANT FOR 'EM?

uh WELL COMIC VALUES
MONTHLY SAYS IT'S uh
WORTH A THOUSAND.



A THOUSAND
DOLLARS.

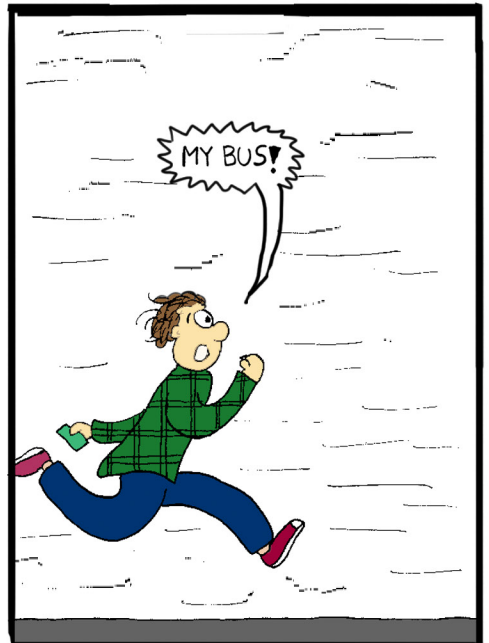
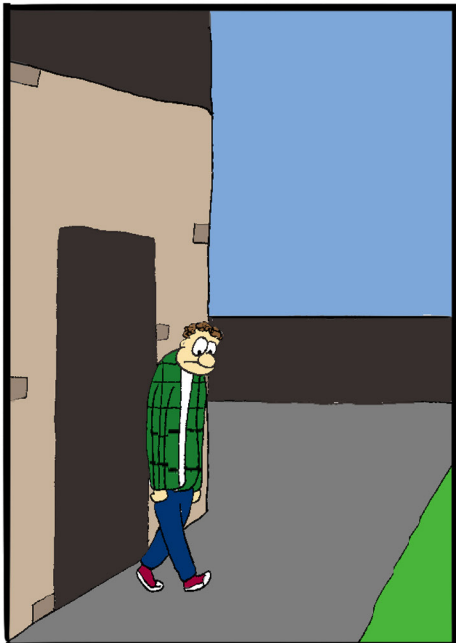
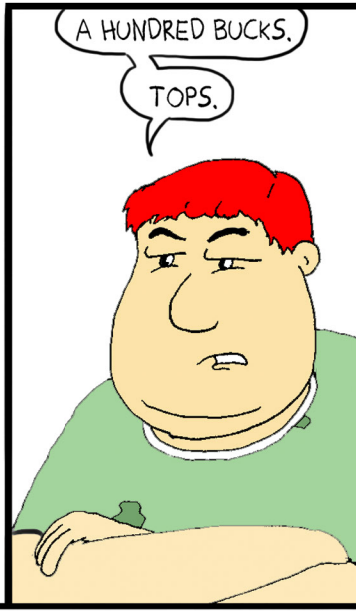
A THOUSAND.

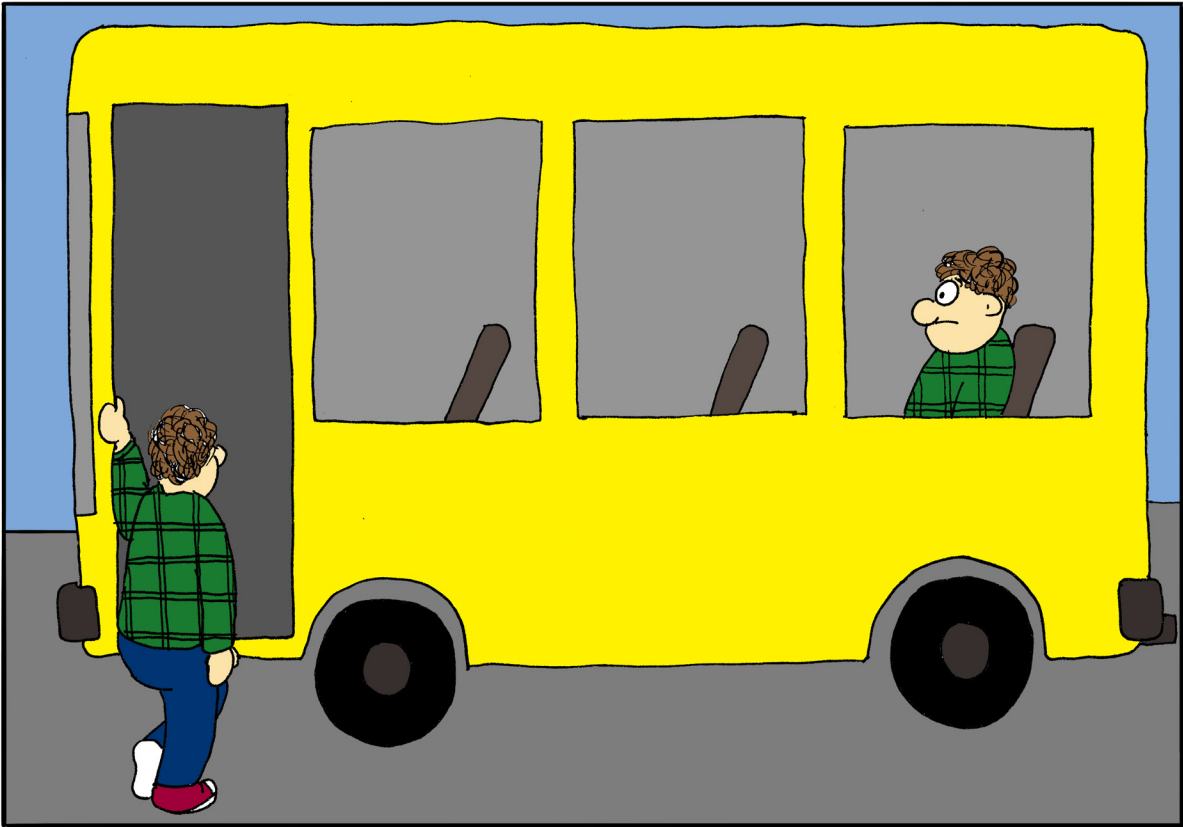


...uh WELL YOU CAN HAVE IT FOR TWO HUNDRED.

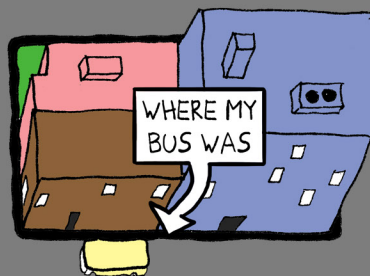
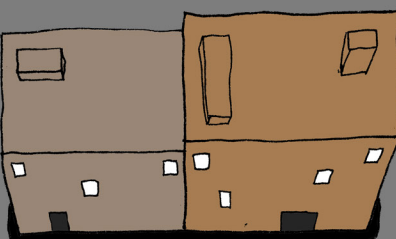
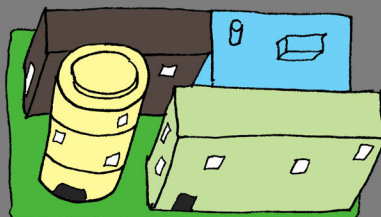
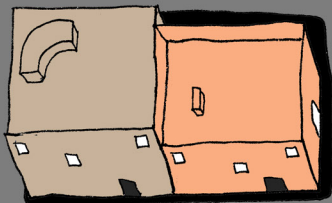
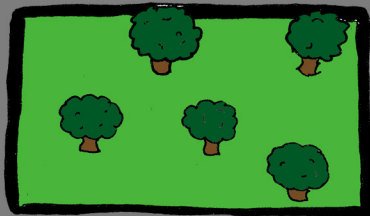
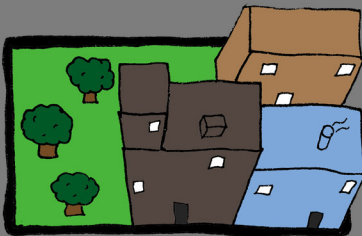
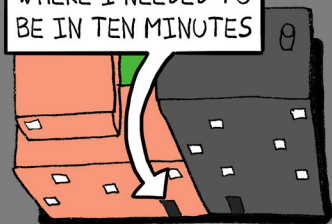


I WAS NEVER ANY
GOOD AT HAGGLING.





WHERE I NEEDED TO
BE IN TEN MINUTES



WHERE MY
BUS WAS



wheeze
OW OW OW
wheeze

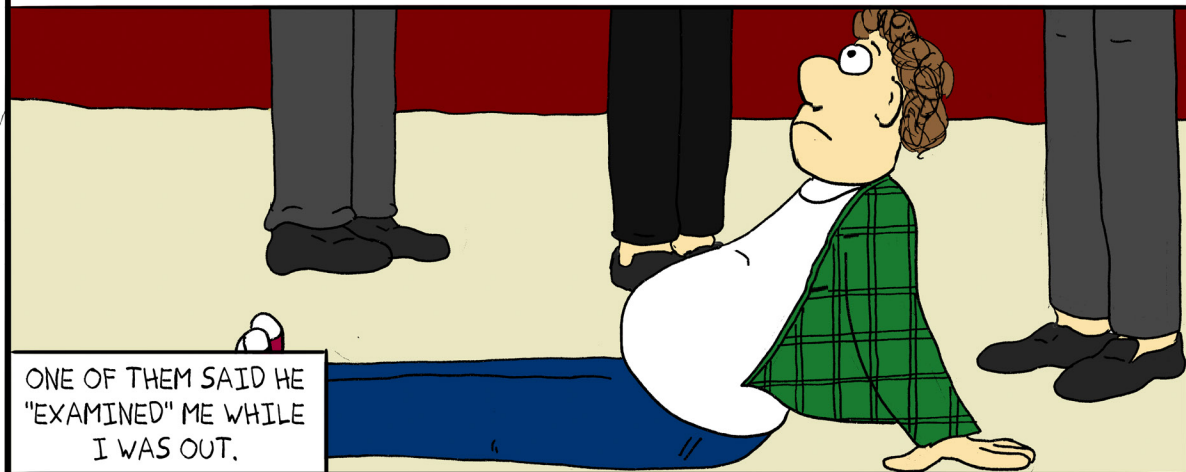


HEY!





I REGAINED CONSCIOUSNESS TEN MINUTES LATER TO A HEAP OF MALL COPS STANDING AROUND ME. TURNS OUT THEY THOUGHT I WAS STEALING SOMETHING BECAUSE I WAS RUNNING AWAY FROM THE GUY WHO RAN ME OVER IN THE STREET. CRAZY HUH.



ONE OF THEM SAID HE "EXAMINED" ME WHILE I WAS OUT.

THEY TOLD ME WHAT A DISTURBANCE I WAS AND THAT I WAS BANNED.



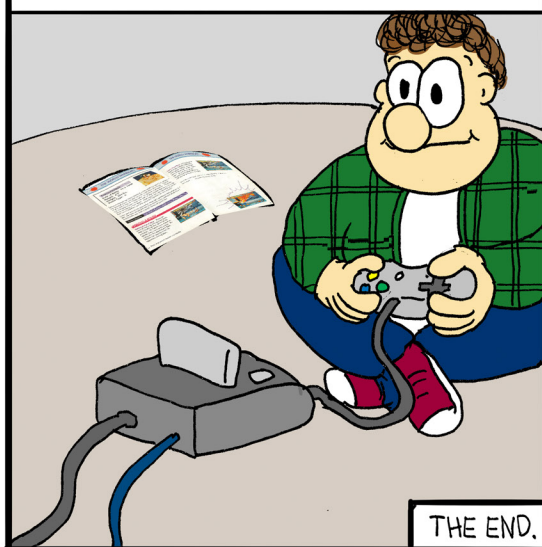
TO THIS DAY I DON'T KNOW IF I'M ALLOWED BACK IN.



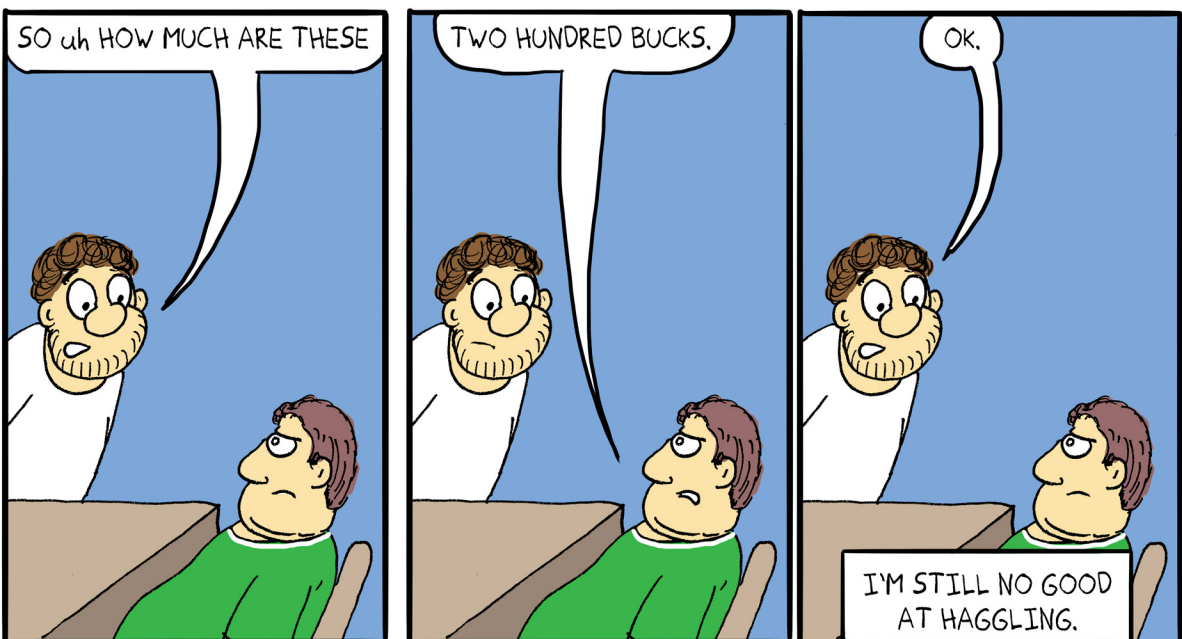
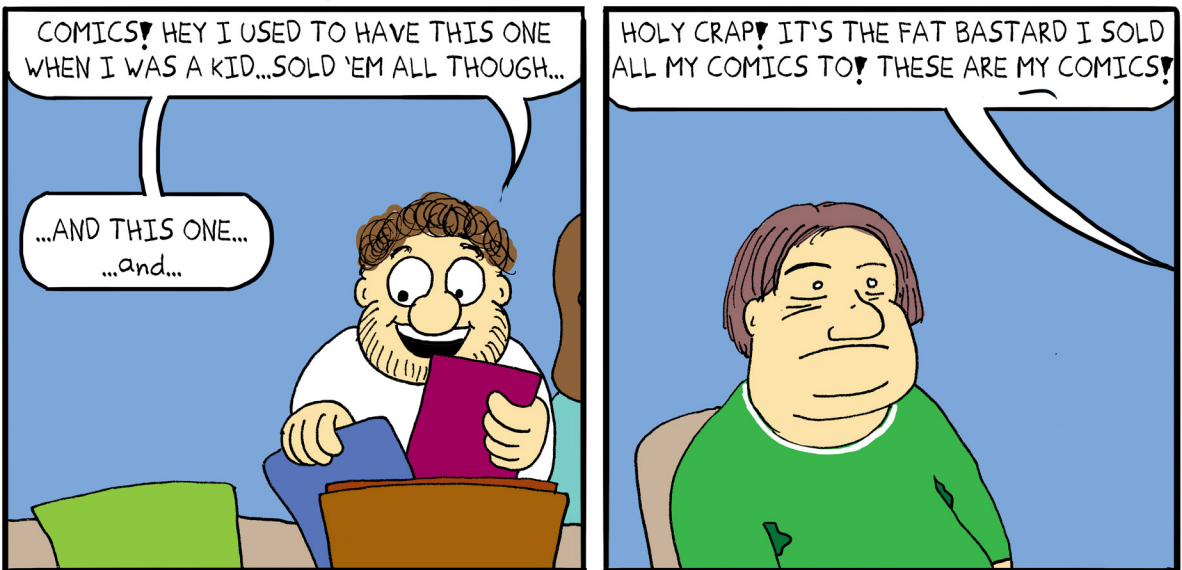
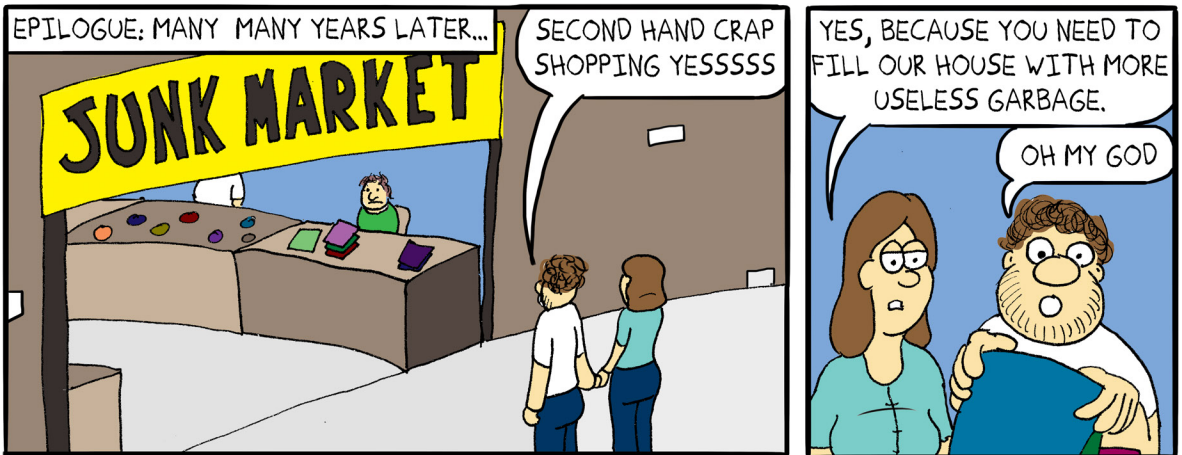
I WAS PRETTY SURE I BROKE A BONE OR SOMETHING. I COULD BARELY SEE STRAIGHT AND I TRIED NOT TO THINK ABOUT HOW I ALMOST DIED AND, EVEN WORSE, SOLD ALL MY COMICS.



I PLAYED STREET FIGHTER 2 EVERY DAY. I WAS THE HAPPIEST BOY IN THE WORLD.



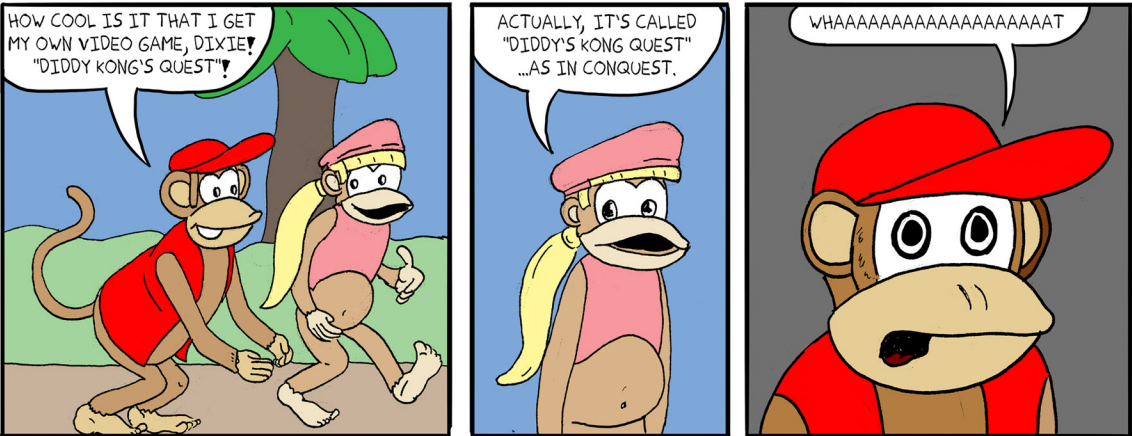
THE END.



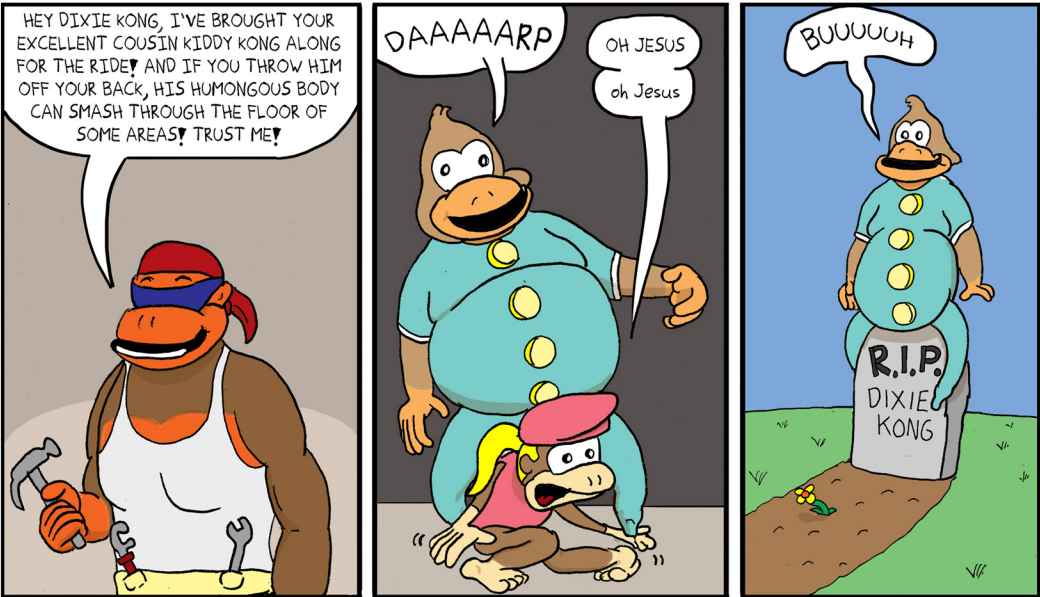
DONKEY KONG COUNTRY



DONKEY KONG COUNTRY 2



DONKEY KONG COUNTRY 3



DONKEY KONG 64

THERE'S SOMETHING WEIRD ABOUT DONKEY KONG COUNTRY 64 AND IT'S NOT THE PACKAGING.

BANANA YELLOW CARTRIDGE!

THE GAME ISN'T THAT GOOD. EVEN WHEN IT CAME OUT WE ALL KNEW IT WAS A BIT OF A DUD COLLECTATHON.

I GOTTA FIND HOW MANY RED BANANAS?

BUT FOR SOME REASON, WHENEVER I GOT SICK IT BECAME THE GREATEST VIDEO GAME TO HAVE EVERY BEEN CREATED IN ALL OF HISTORY.

MAN ONLY 200 RED BANANAS TO GO. THIS ROCKS!

MAYBE IT WAS THE MEDICATION BUT SOMETHING ABOUT HOW REPETITIVE AND PREDICTABLE IT WAS JUST REALLY DREW ME IN FOR DAYS ON END.

OR MAYBE IT WAS THE "DK RAP"?

NO.
NO IT BLOODY WELL WASN'T.

MANY (?) YEARS IN THE FUTURE...

FUTURE HOSPITAL

MRS. GAZUNTA, YOUR HUSBAND HAS ONLY A FEW HOURS LEFT TO LIVE. WE'VE GIVEN HIM A LOT OF PAIN KILLERS TO HELP...

MY ONLY REGRET IN LIFE IS THAT I DIDN'T FIND ALL 15 HIDDEN BANANA MEDALS.

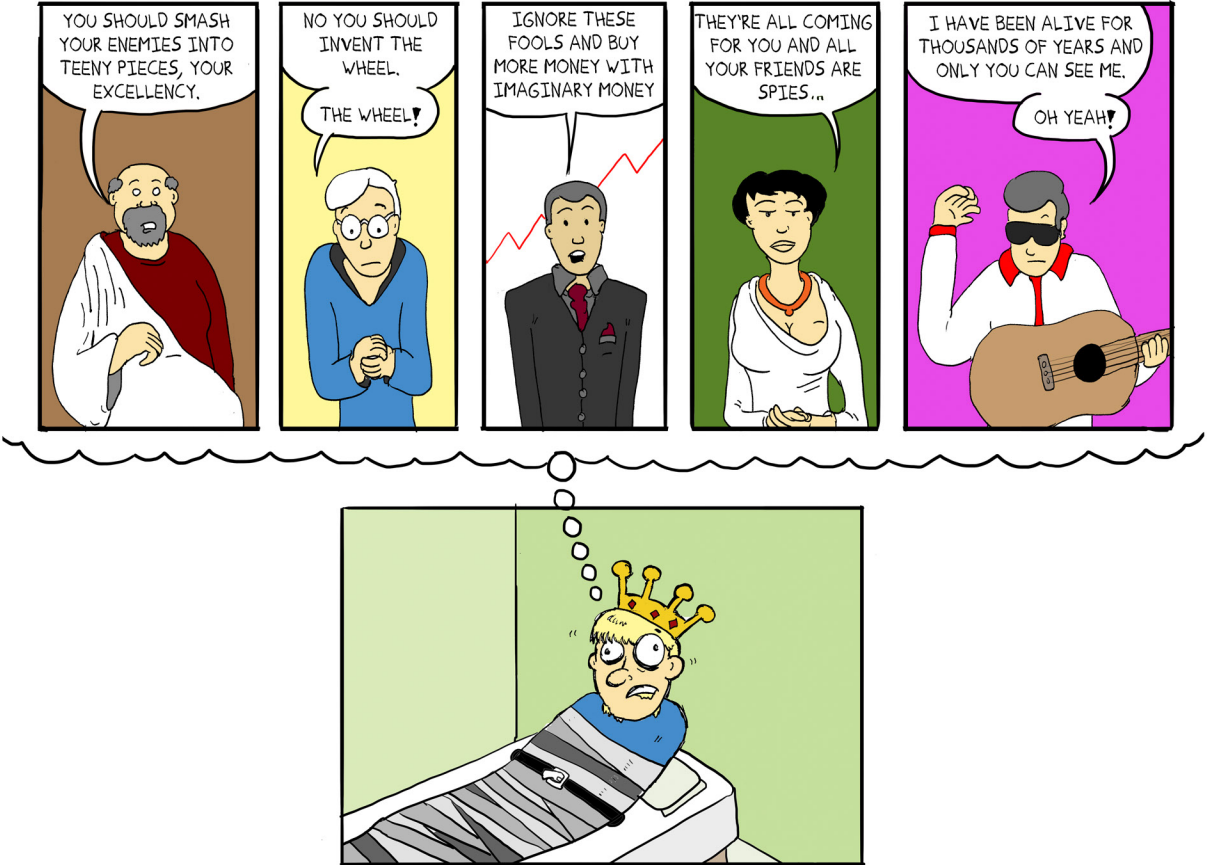
POWERMONGER

POWERMONGER

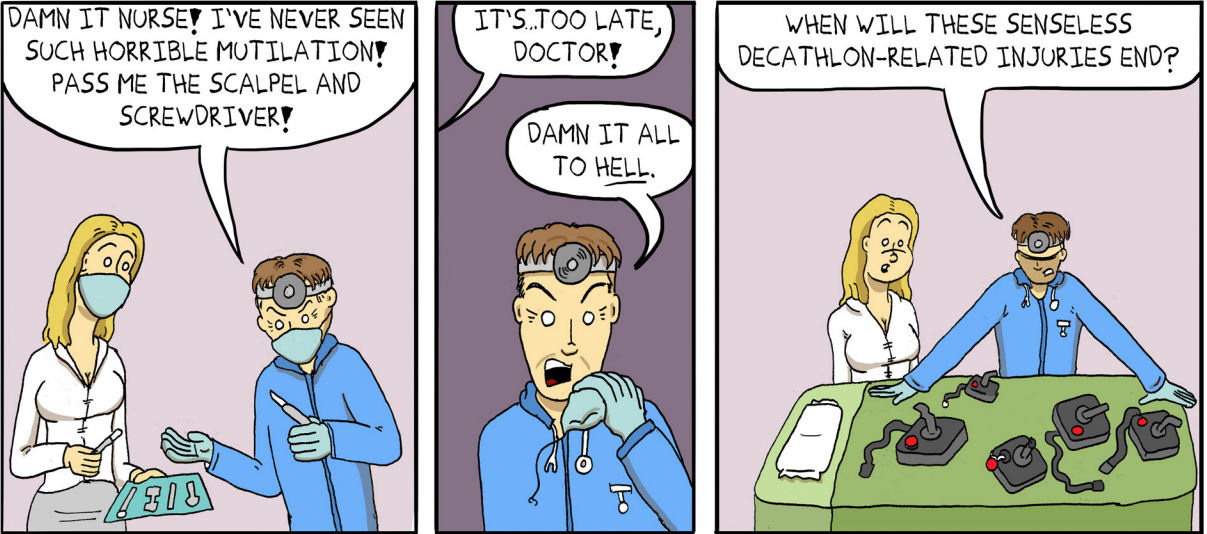
POWERMONGER 2: IRONMONGER

POWERMONGER 3: FISHMONGER

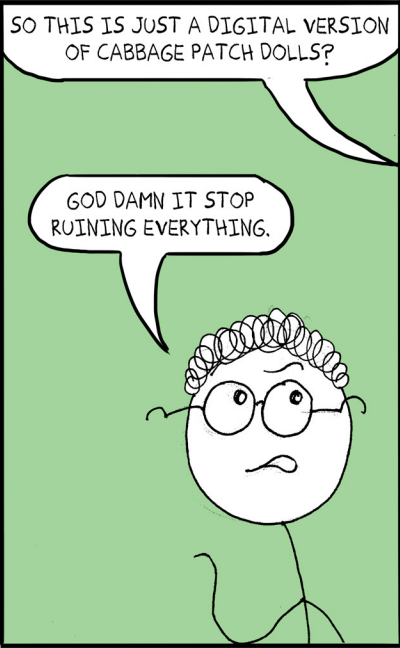
CIVILIZATION 2



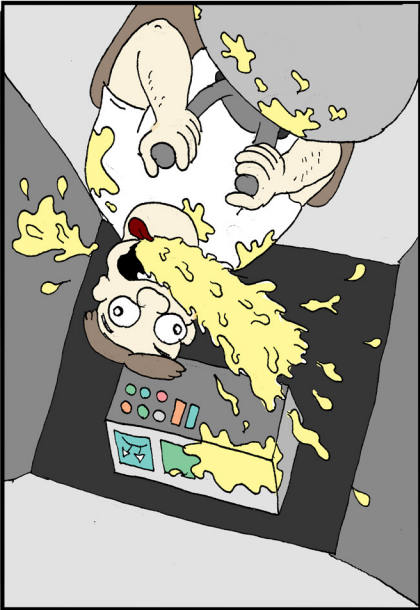
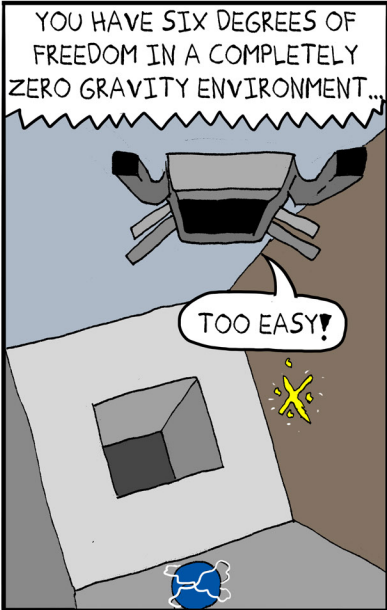
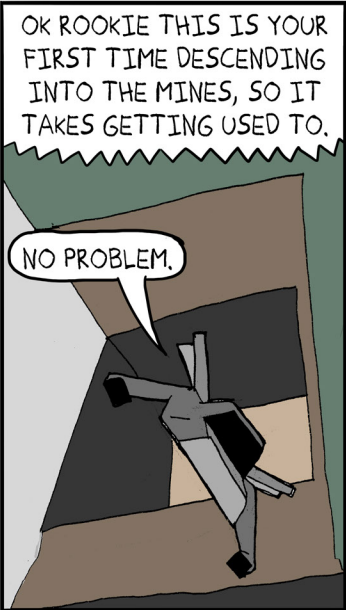
DECATHLON



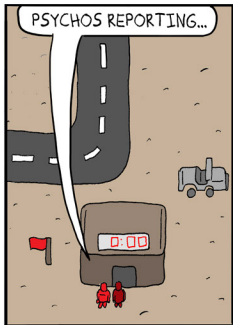
CREATURES



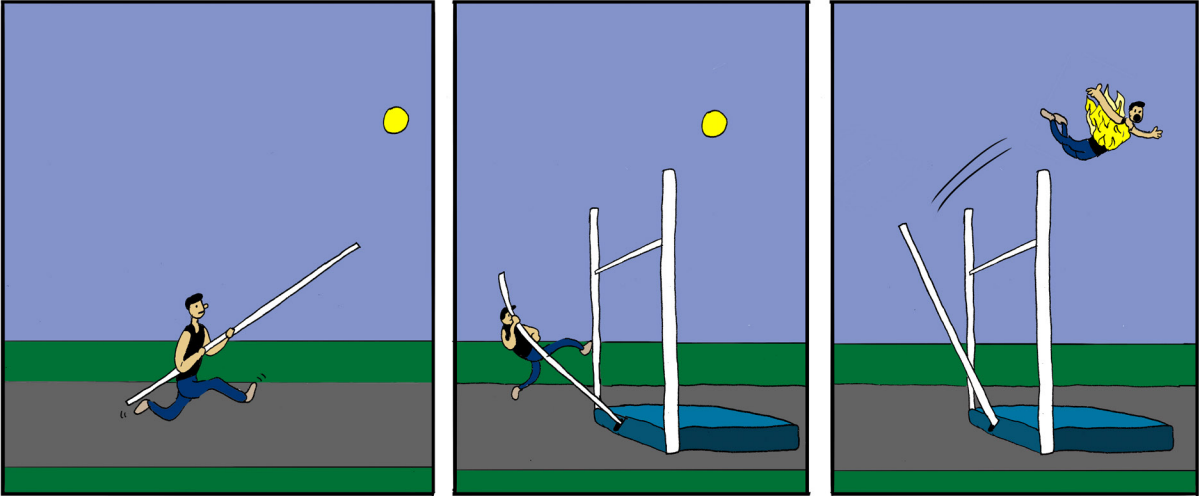
DESCENT



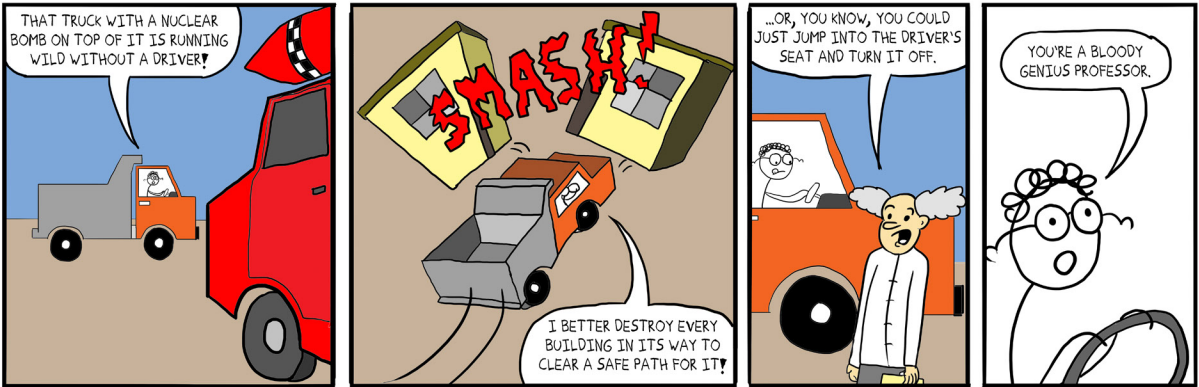
Z



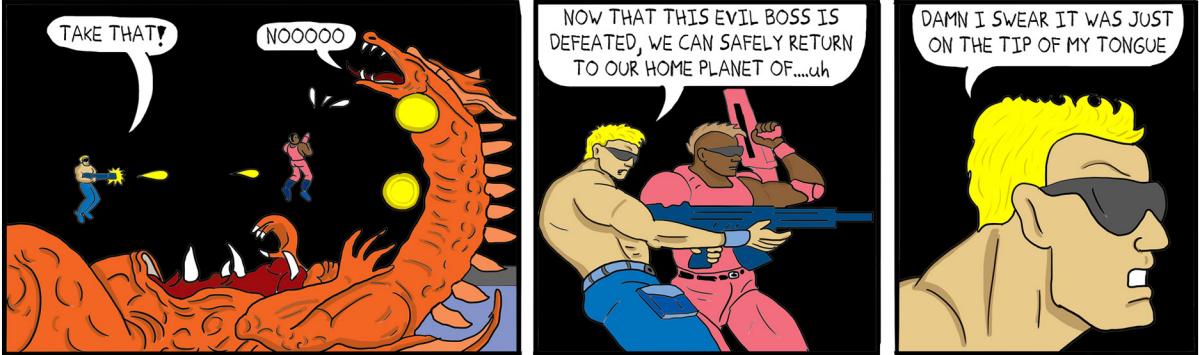
SUMMER GAMES



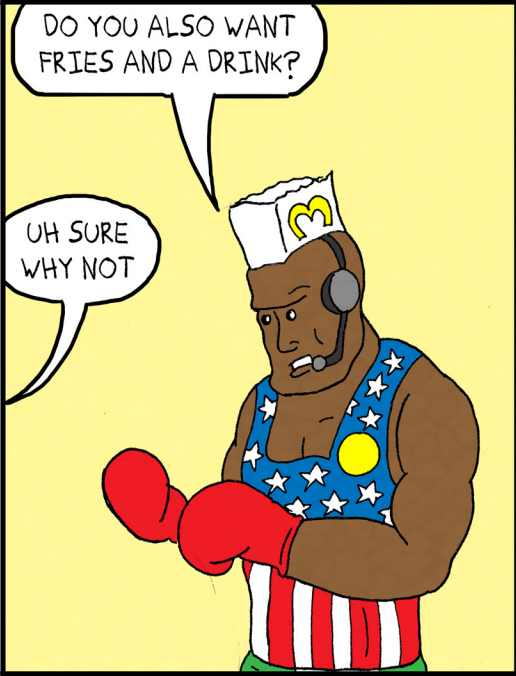
BLAST CORPS



FORGOTTEN WORLDS

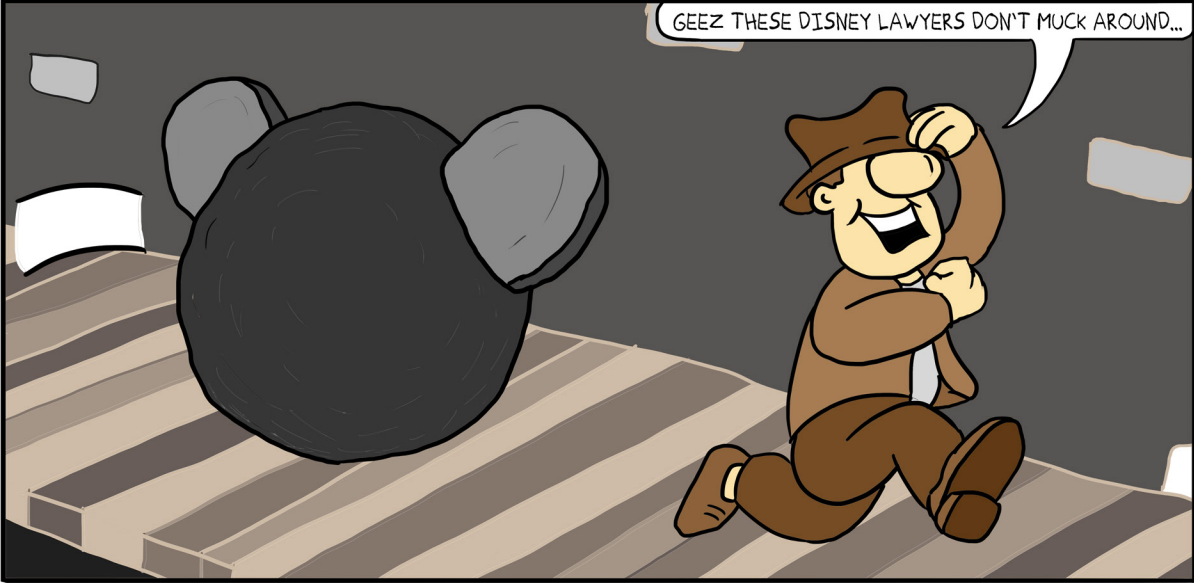


KILLER INSTINCT

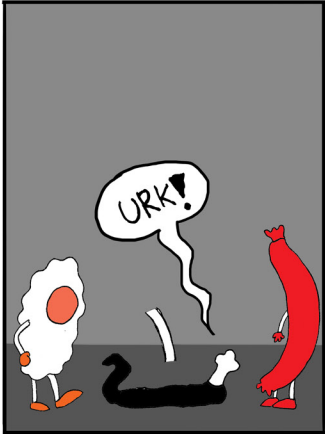


AND THAT'S THE SECRET ORIGIN OF TJ COMBO.

RICK DANGEROUS

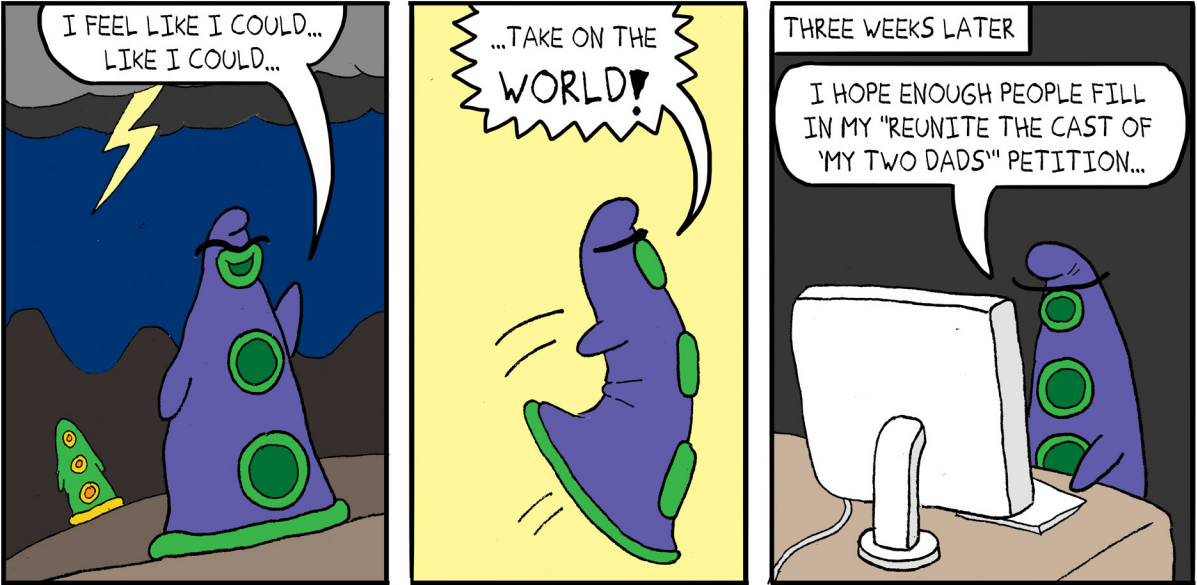


BURGERTIME

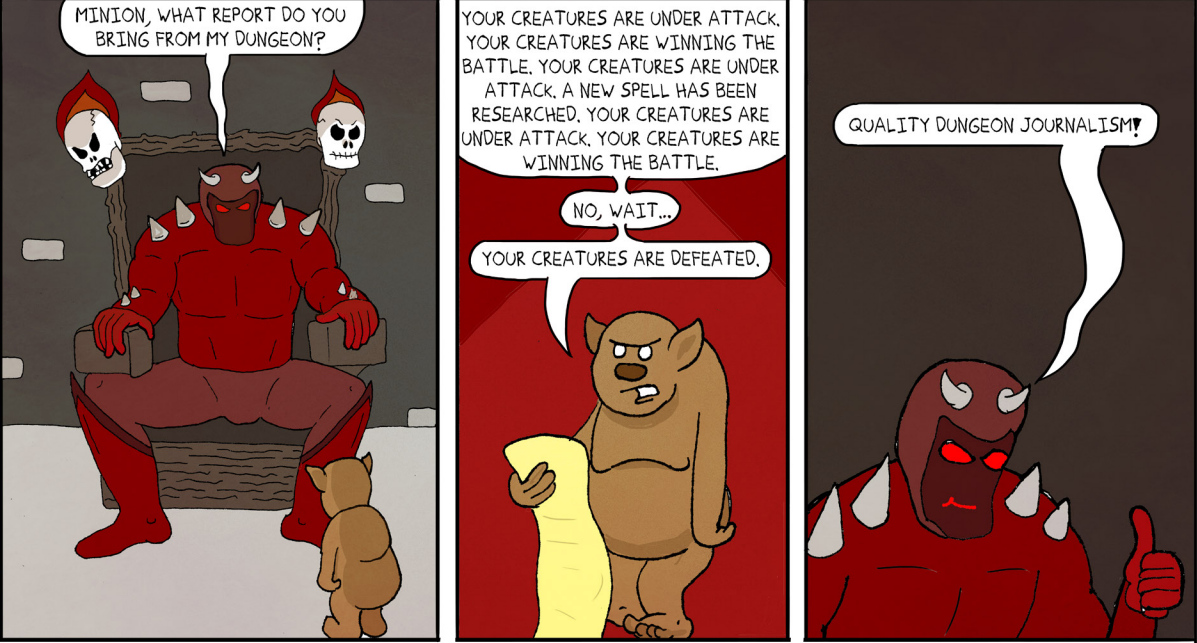


Vegetarian
BurgerTime

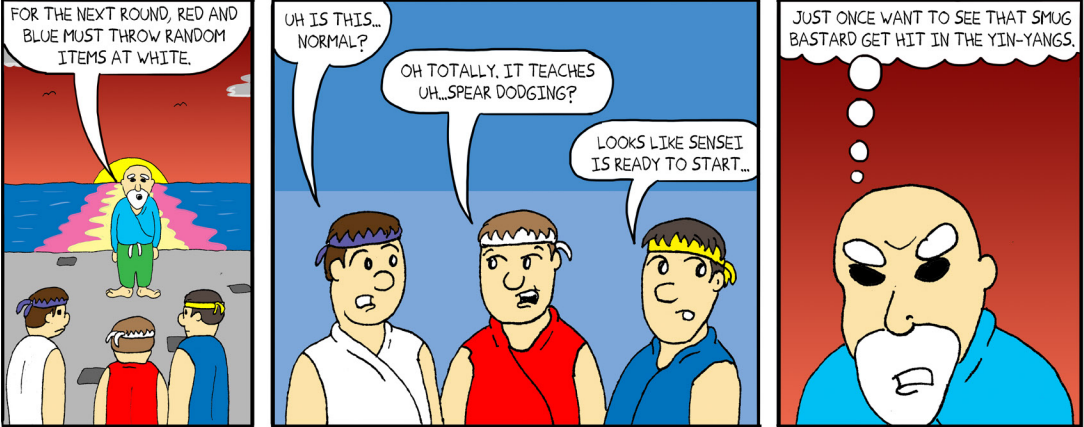
DAY OF THE TENTACLE



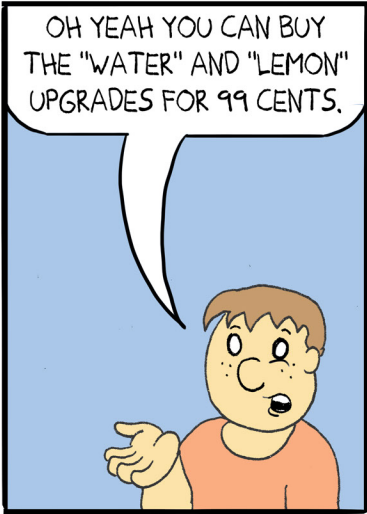
DUNGEON KEEPER



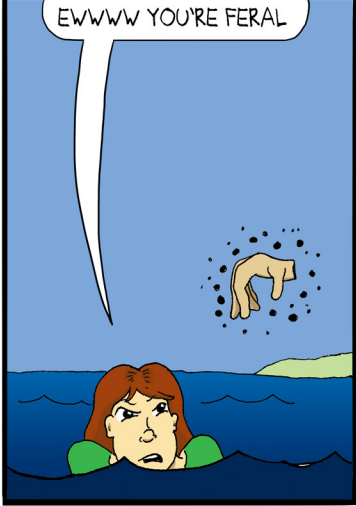
INTERNATIONAL KARATE +



LEMONADE STAND



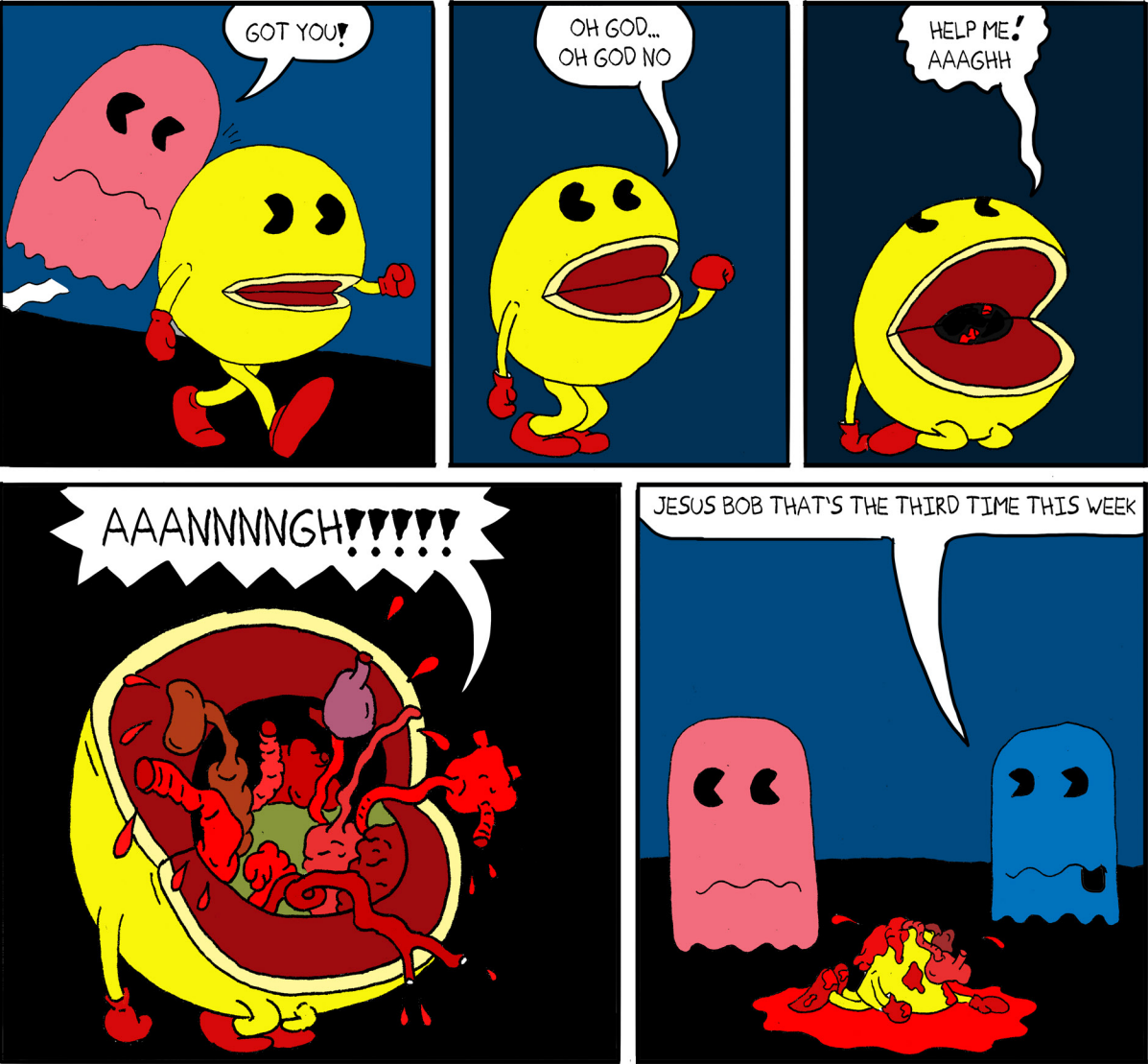
BLACK AND WHITE



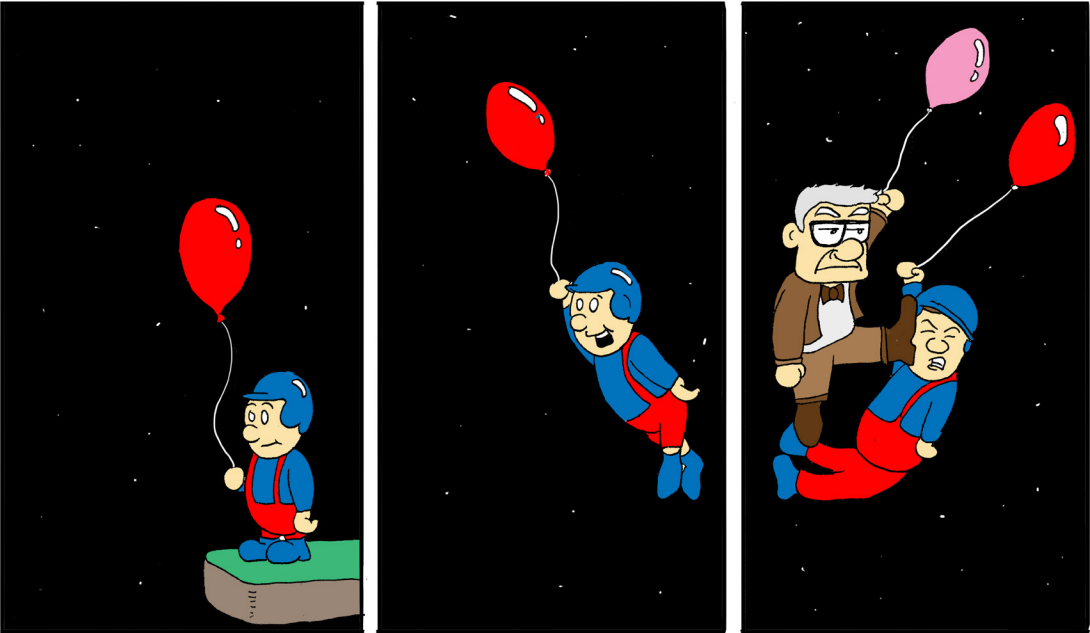
GREEN BERET



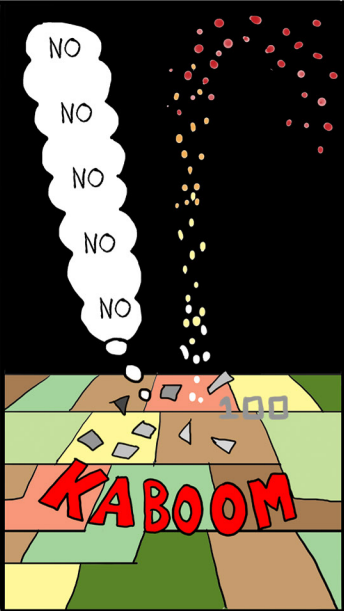
PAC-MAN



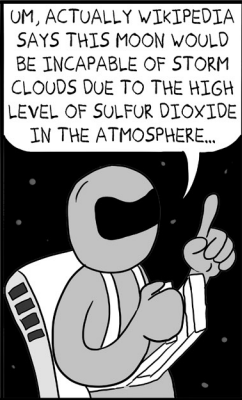
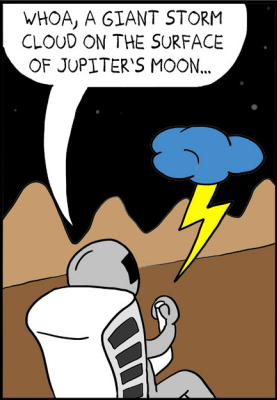
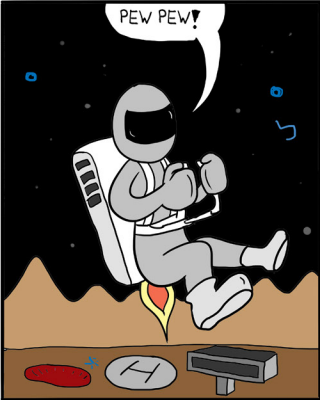
BALLOON FIGHT



VIRUS



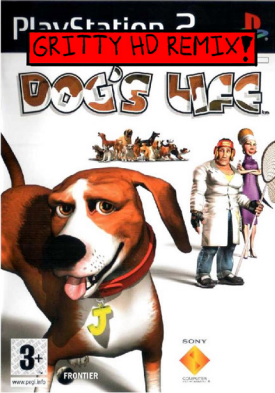
DROPZONE



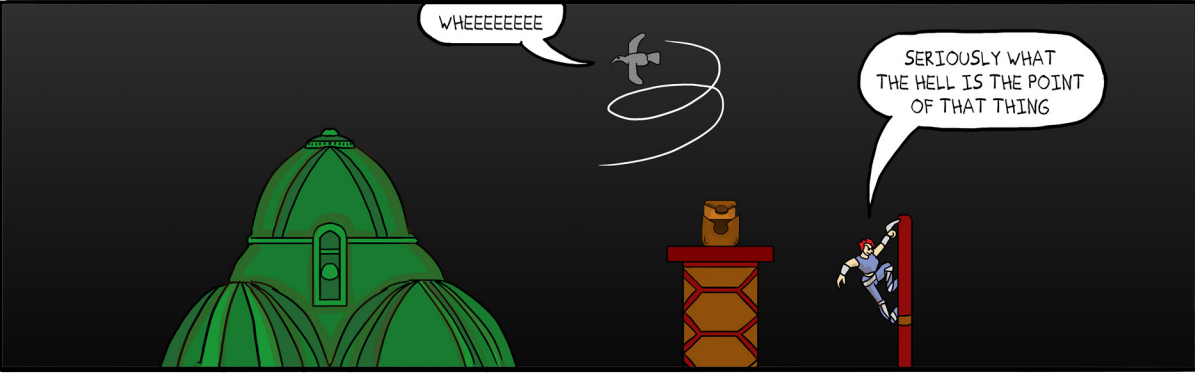
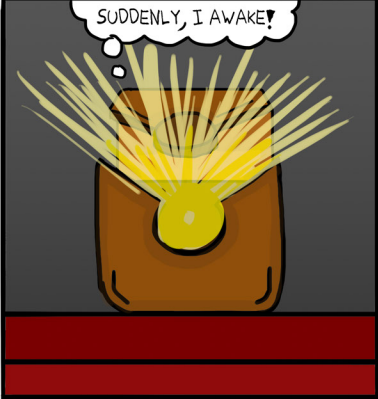
SPACE HARRIER



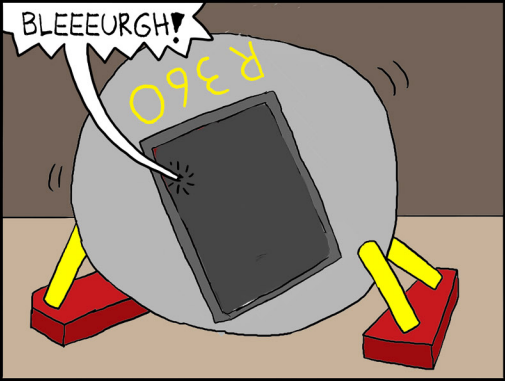
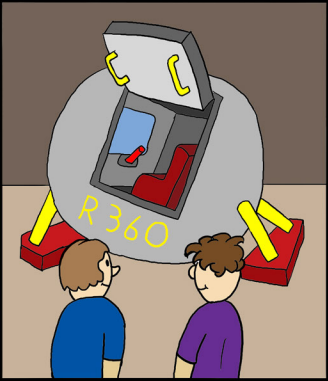
DOG'S LIFE

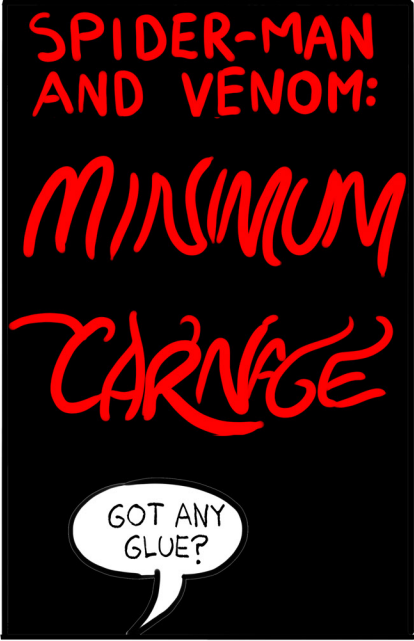
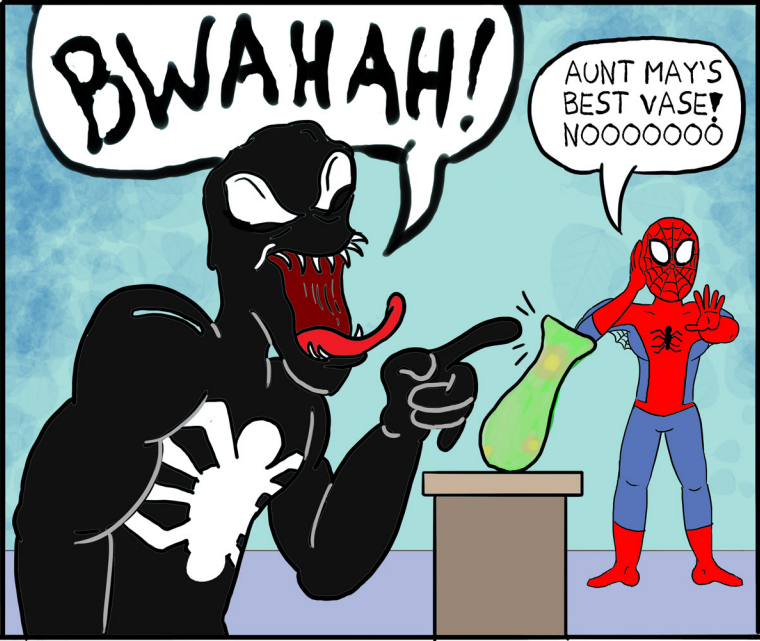


STRIDER

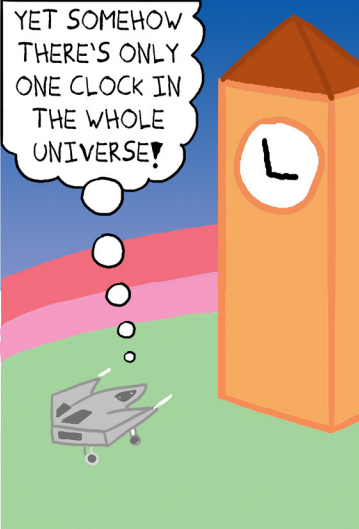
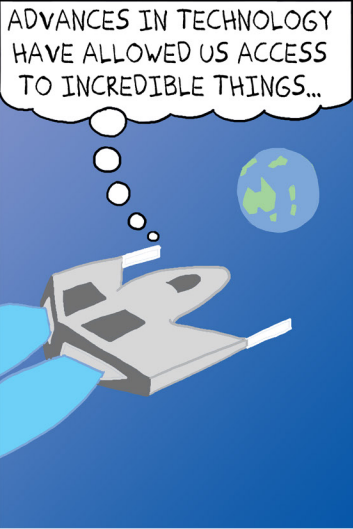


AFTERBURNER

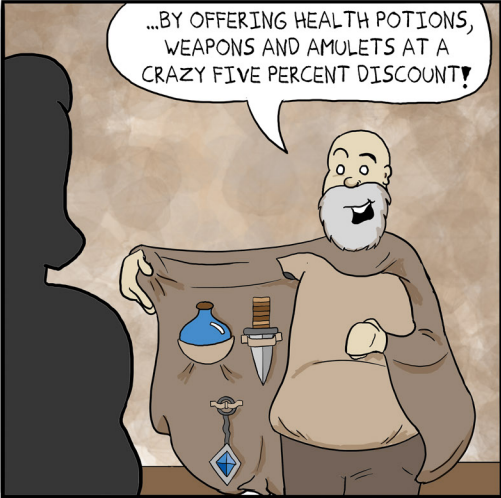




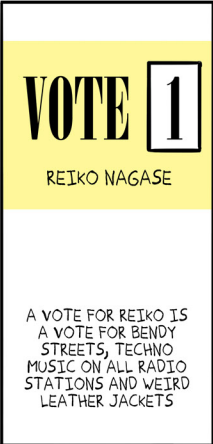
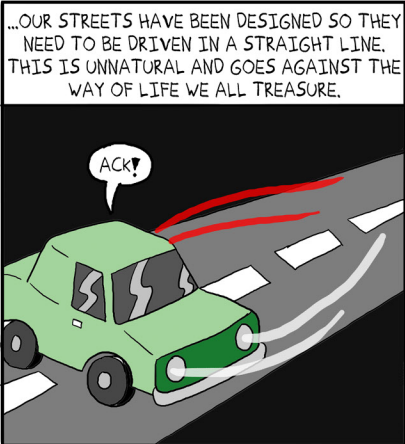
ELITE 2: FRONTIER



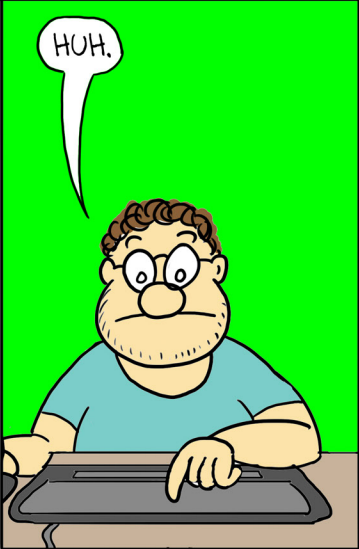
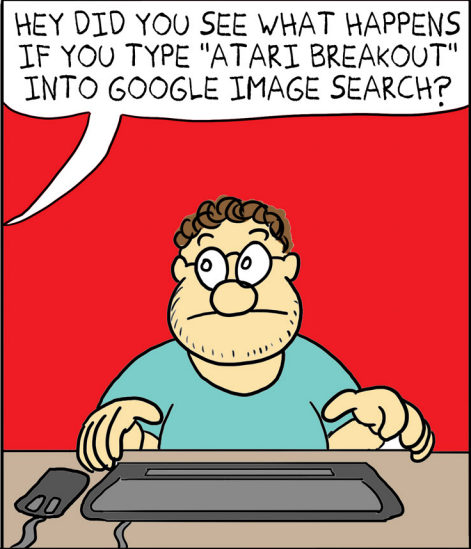
BLACK TIGER



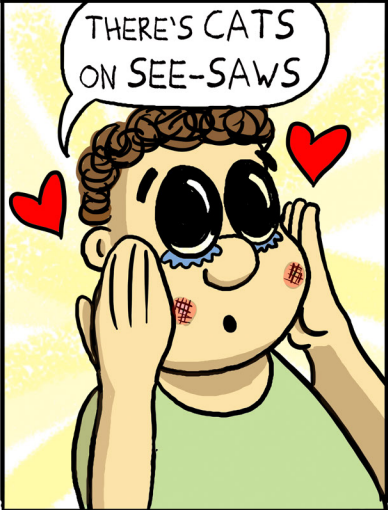
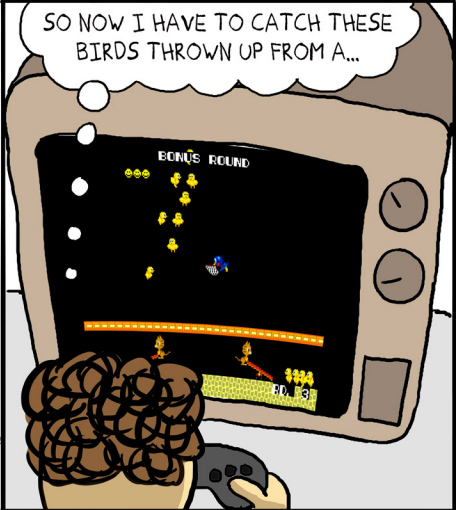
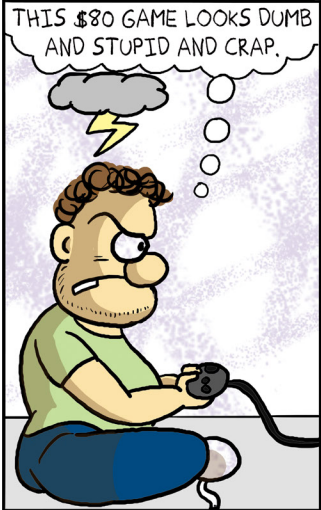
RIDGE RACER



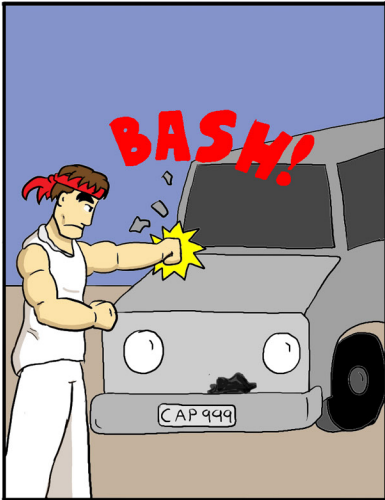
BREAKOUT



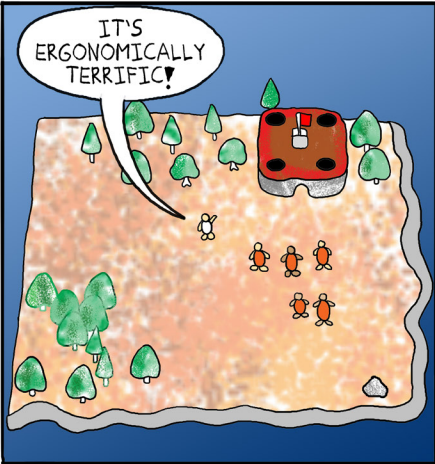
FLICKY



STREET FIGHTER 2: CHAMPIONSHIP EDITION



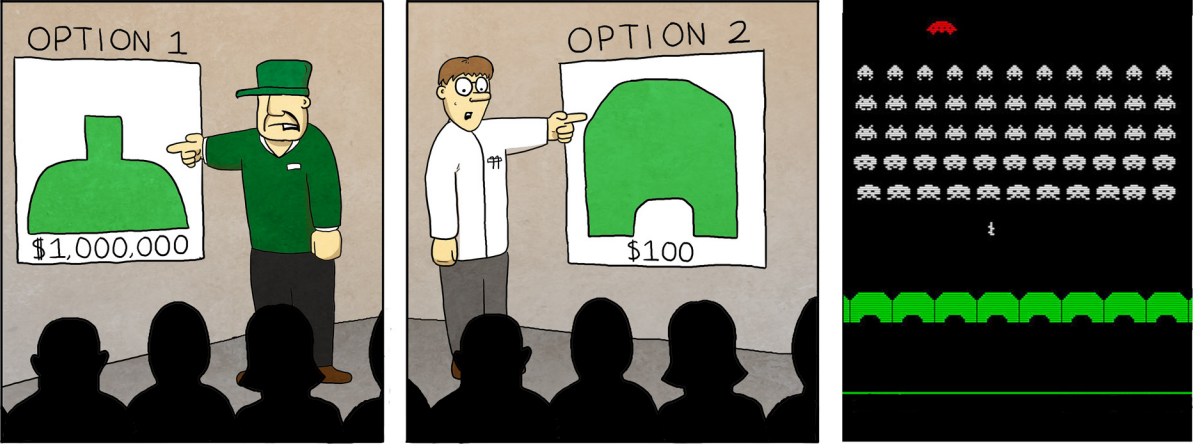
MEGA LO MANIA



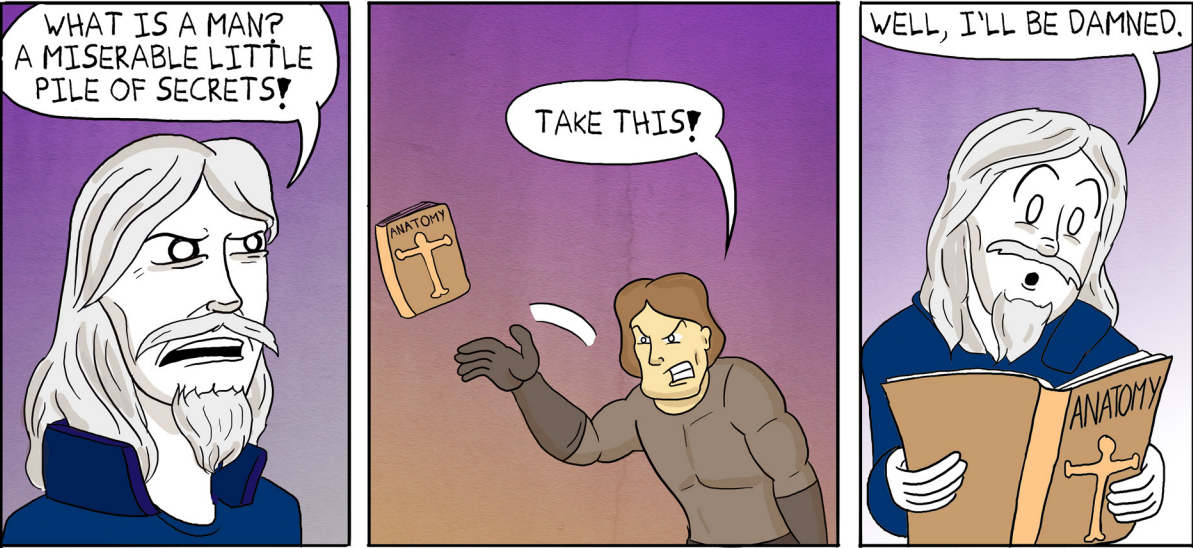
CASTLEVANIA



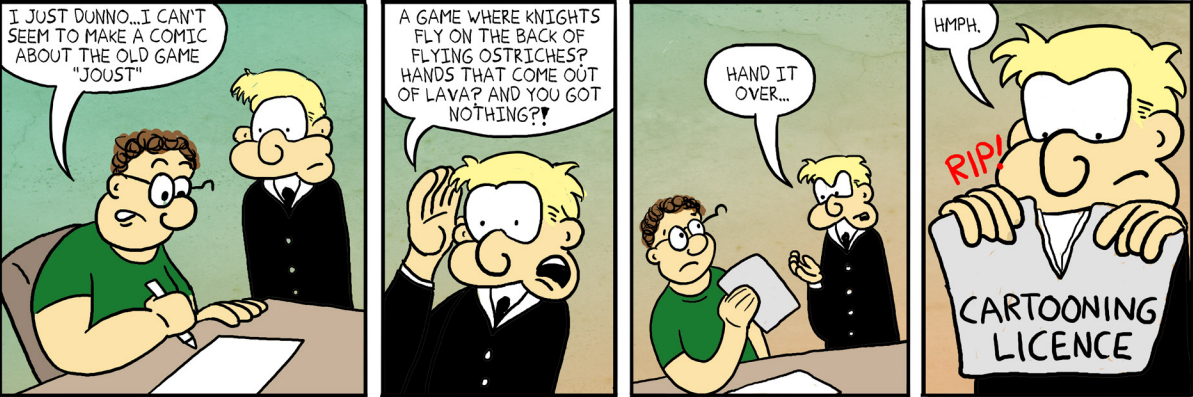
SPACE INVADERS



CASTLEVANIA: SYMPHONY OF THE NIGHT



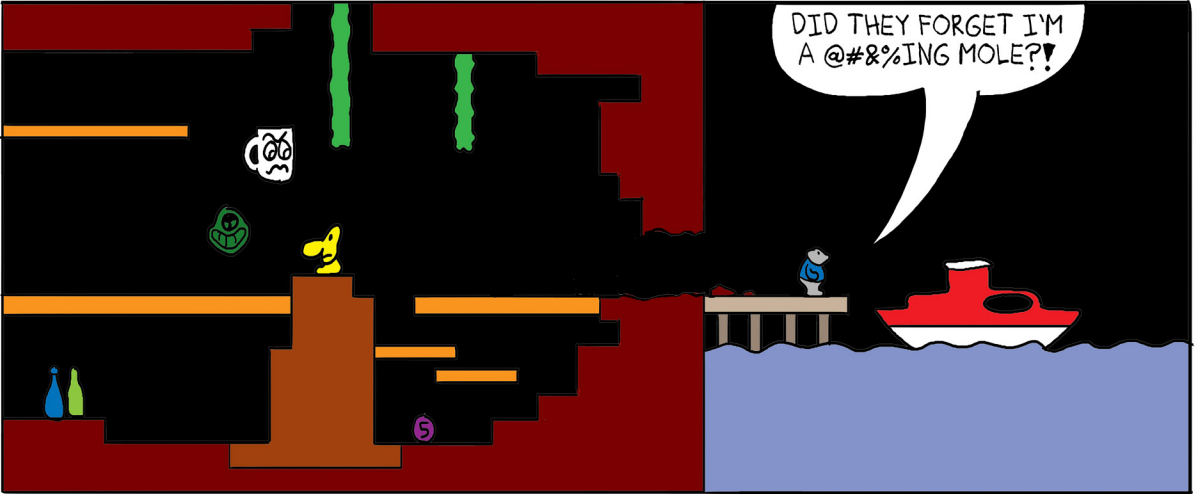
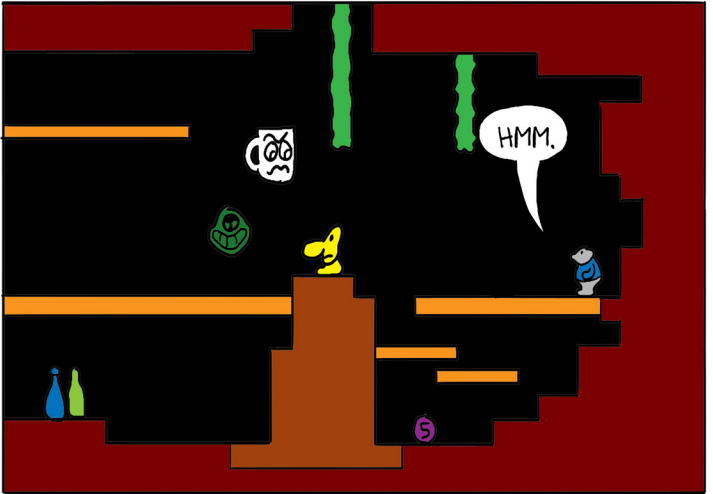
JOUST



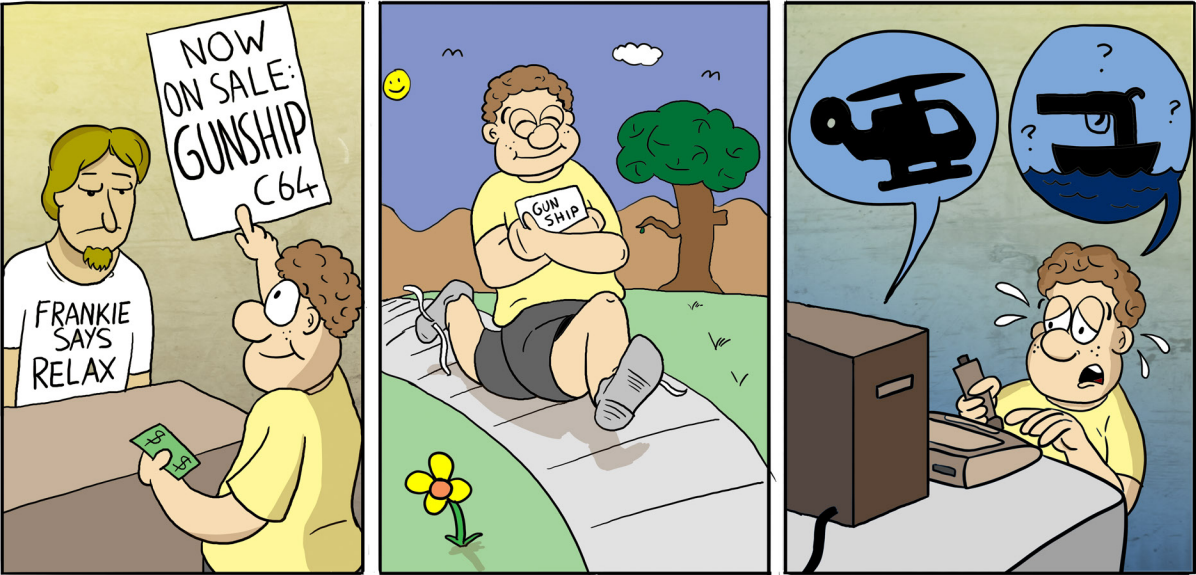
MIKE TYSON'S PUNCH-OUT!!



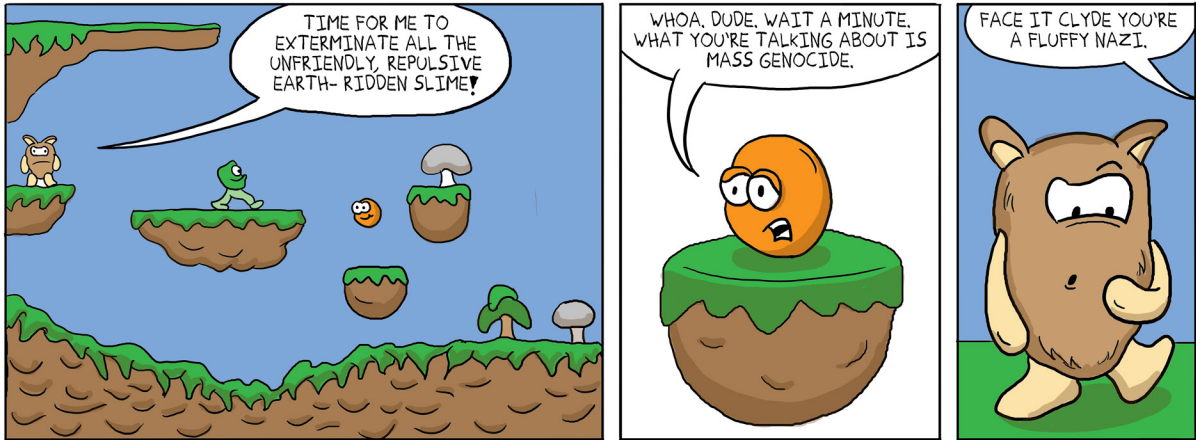
MONTY MOLE



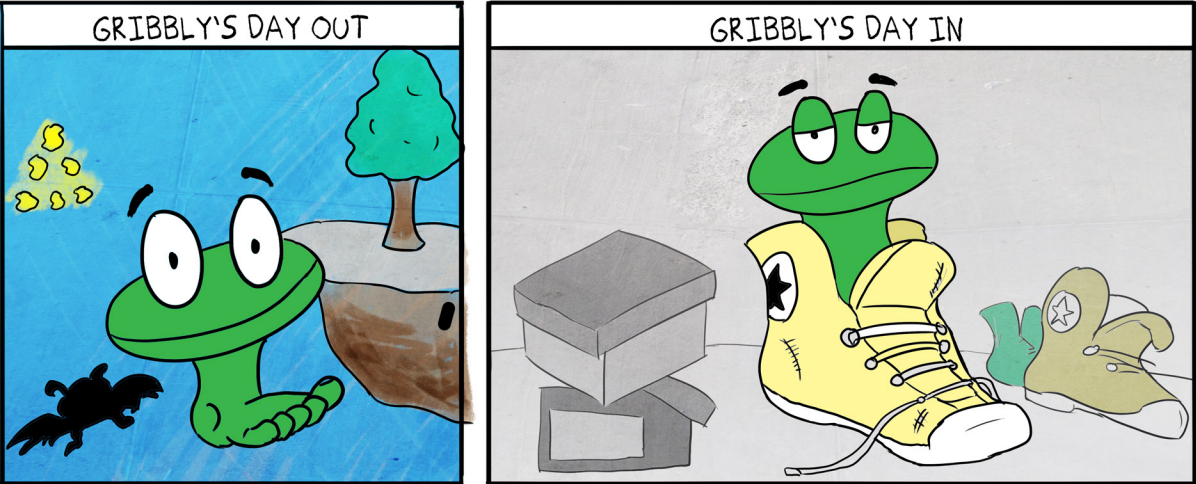
GUNSHIP



CREATURES



GRIBBLY'S DAY OUT



A YEAR AFTER STREET FIGHTER 2 CAME OUT, THEY MADE SF2 TURBO.



SF2 TURBO WAS IMPORTANT. YOU COULD "BE" THE BOSSES.

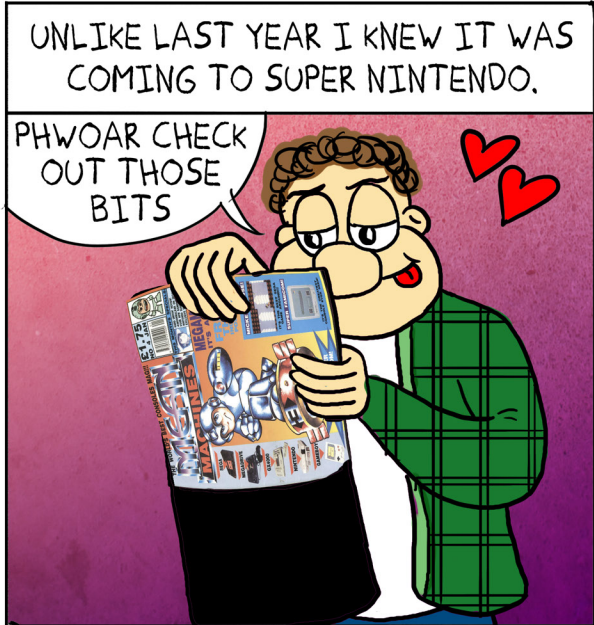


WHAAAAT BE THE BOSSES!



UNLIKE LAST YEAR I KNEW IT WAS COMING TO SUPER NINTENDO.

PHWOAR CHECK OUT THOSE BITS



I'D SAVED UP MY DOLE MONEY FOR MONTHS AND GOT READY.

IS IT OUT YET?

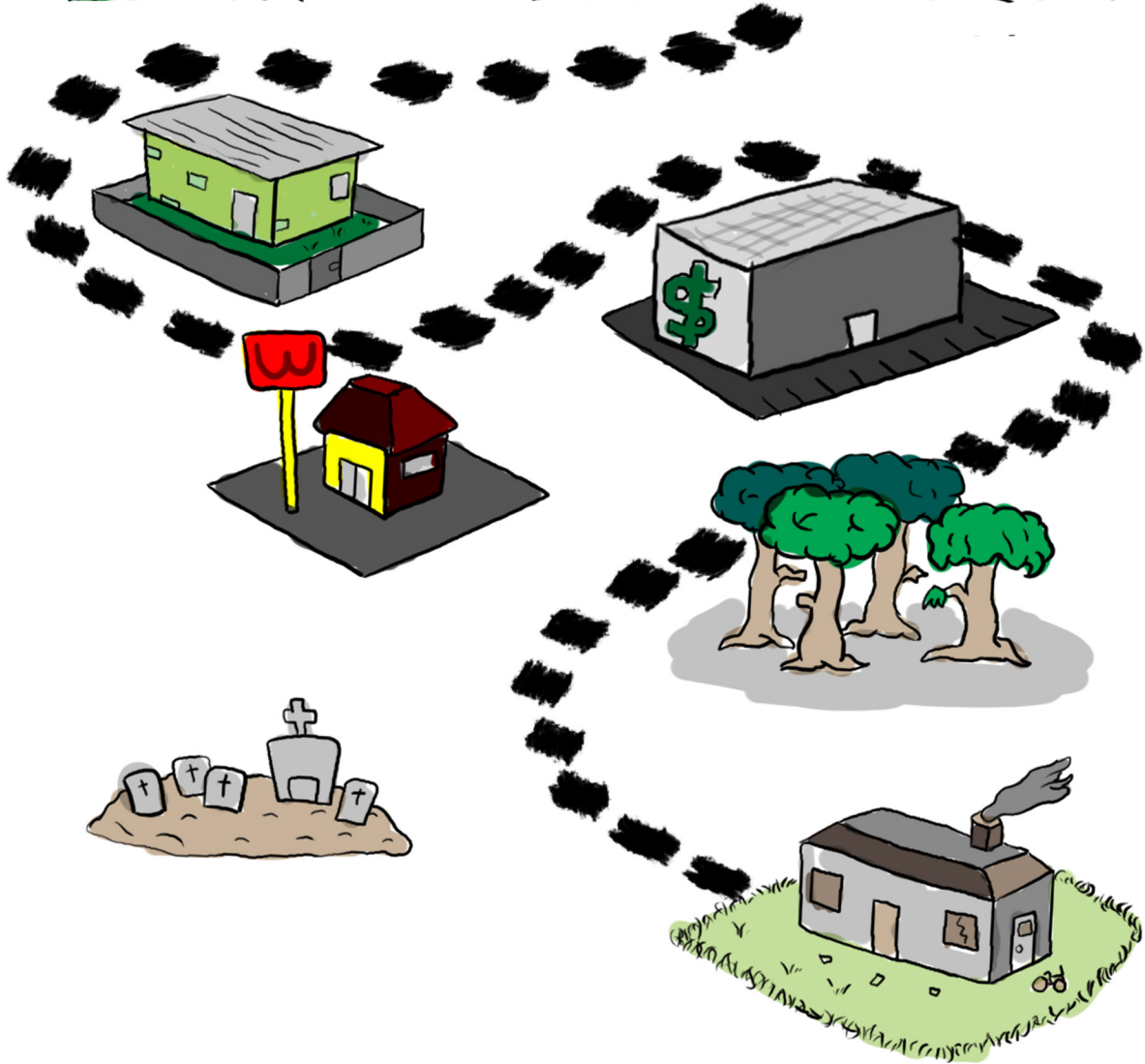
NOW?

NO

NO

...HOW ABOUT NOW?



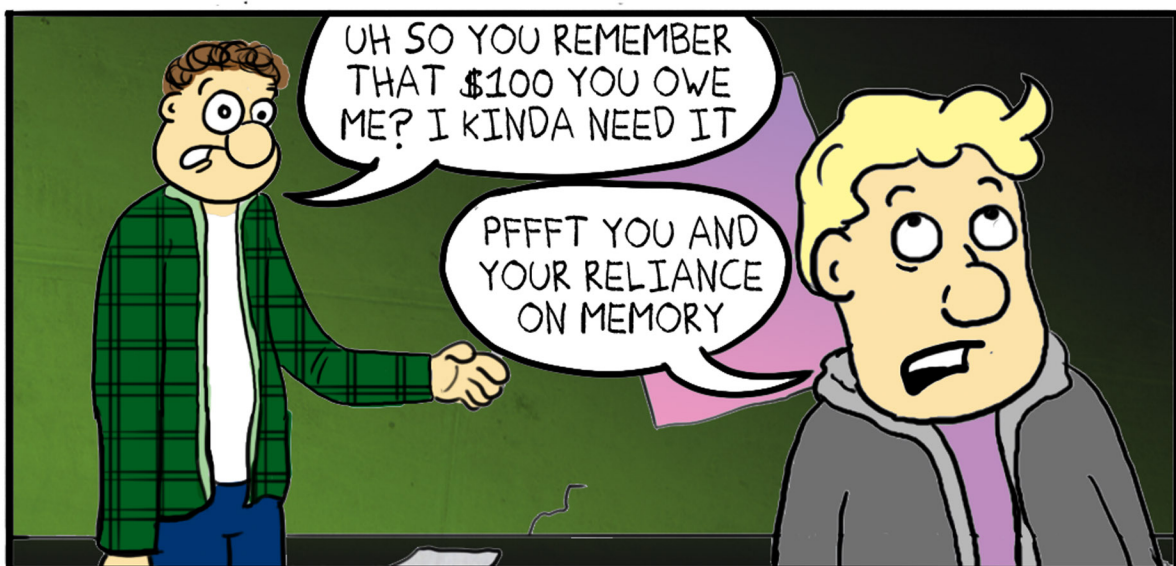




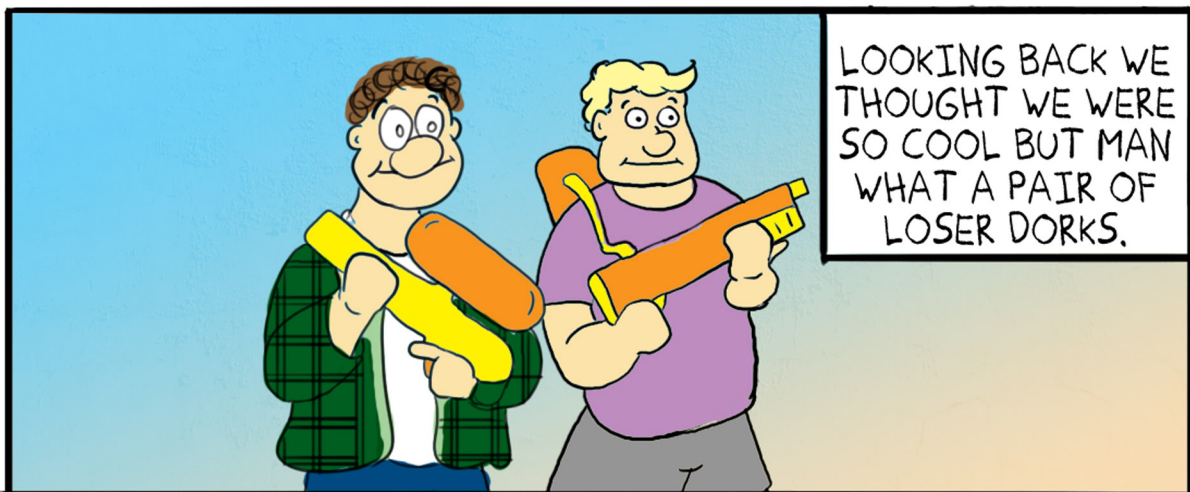
CRAIG WAS MY BEST FRIEND.
BESIDES MY C64 HE WAS PRETTY
MUCH MY ONLY FRIEND...

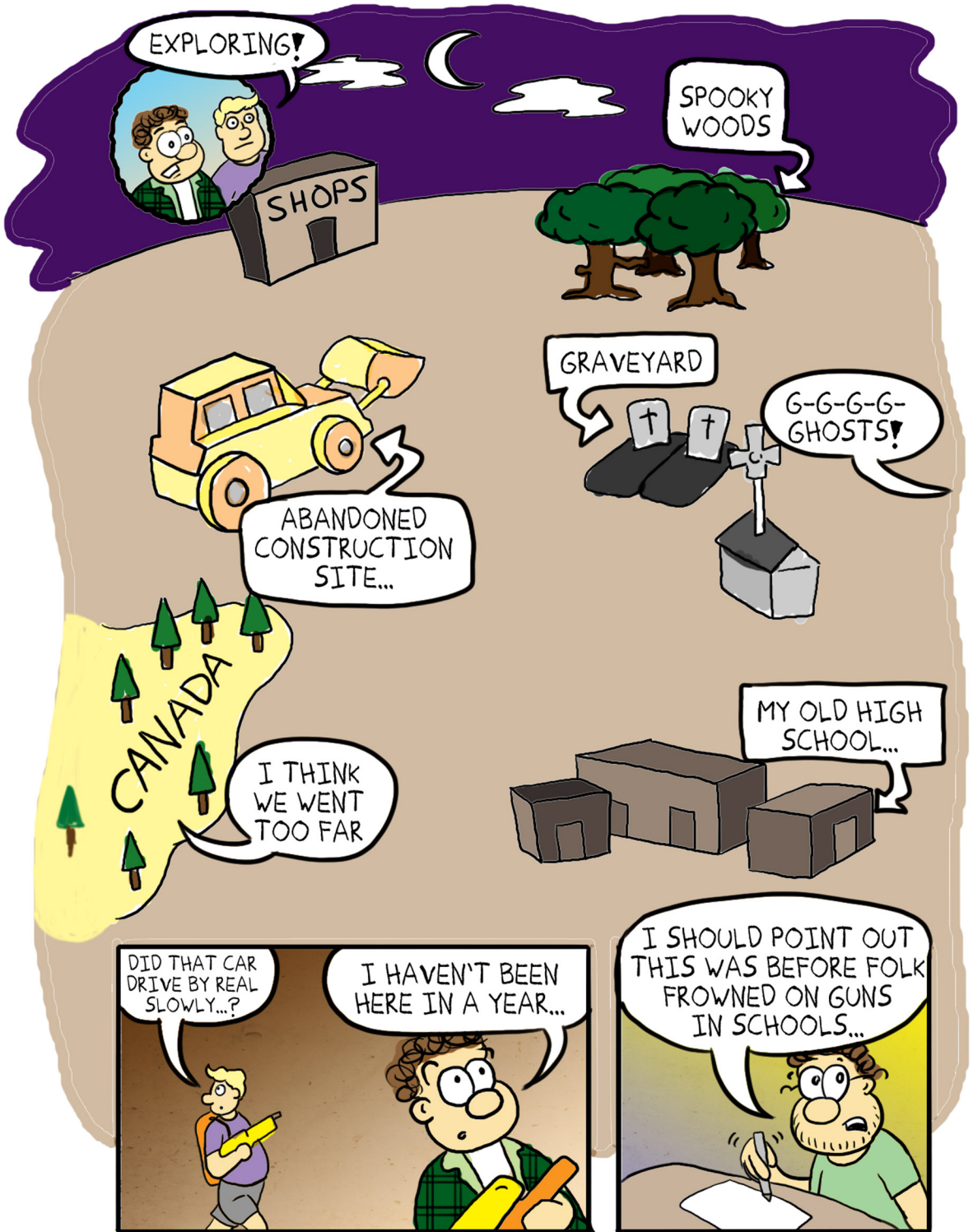


WE SHOULD BUY CHOCOLATE
MILK AND GET THE STREET
FIGHTER VIDEO GAME TAPE.









EXPLORING!

SPOOKY
WOODS

SHOPS

GRAVEYARD

G-G-G-G-G
GHOSTS!

ABANDONED
CONSTRUCTION
SITE...

CANADA

I THINK
WE WENT
TOO FAR

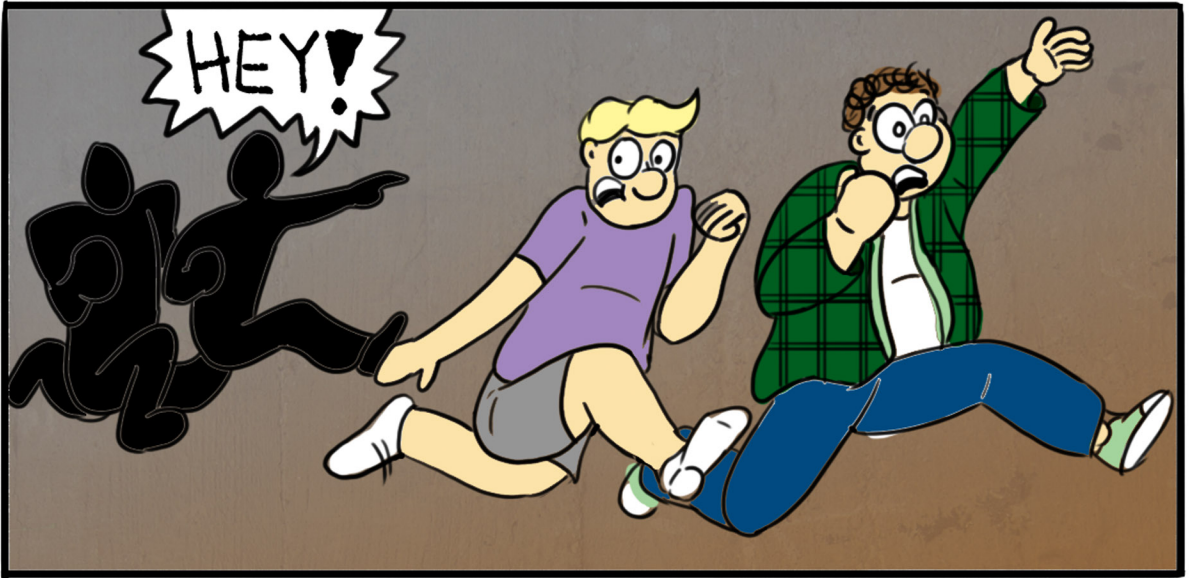
MY OLD HIGH
SCHOOL...

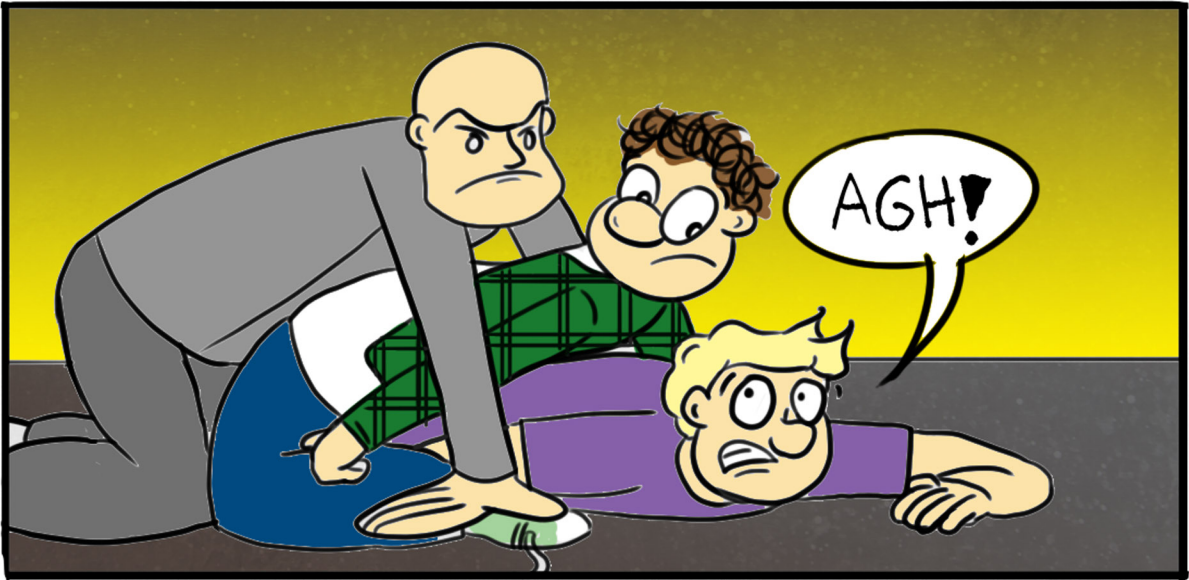
DID THAT CAR
DRIVE BY REAL
SLOWLY...?

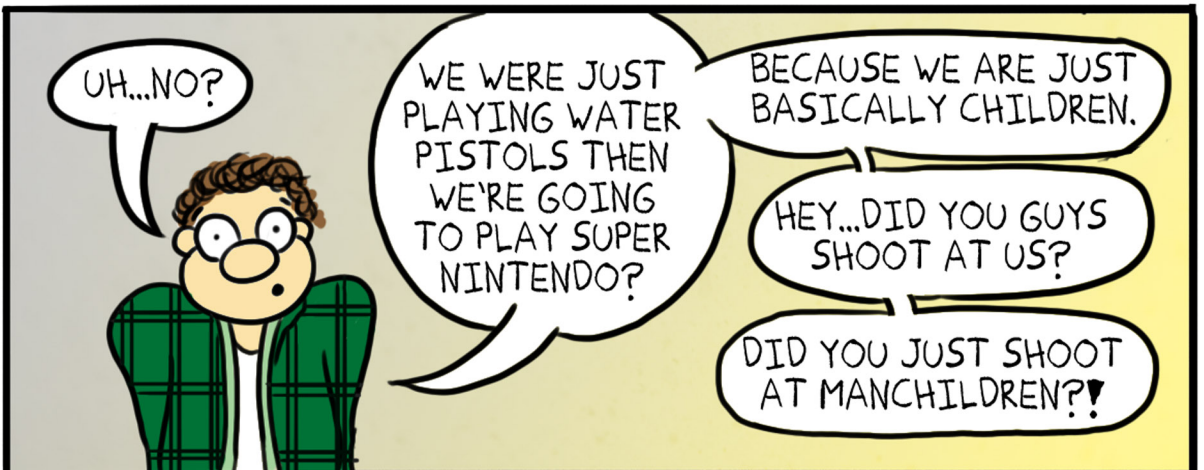
I HAVEN'T BEEN
HERE IN A YEAR...

I SHOULD POINT OUT
THIS WAS BEFORE FOLK
FROWNED ON GUNS
IN SCHOOLS...











SOMEHOW I THOUGHT THE COPS WERE ON THEIR WAY TO MY PARENTS HOUSE TO MAKE THEM EVEN MORE DISAPPOINTED IN ME.

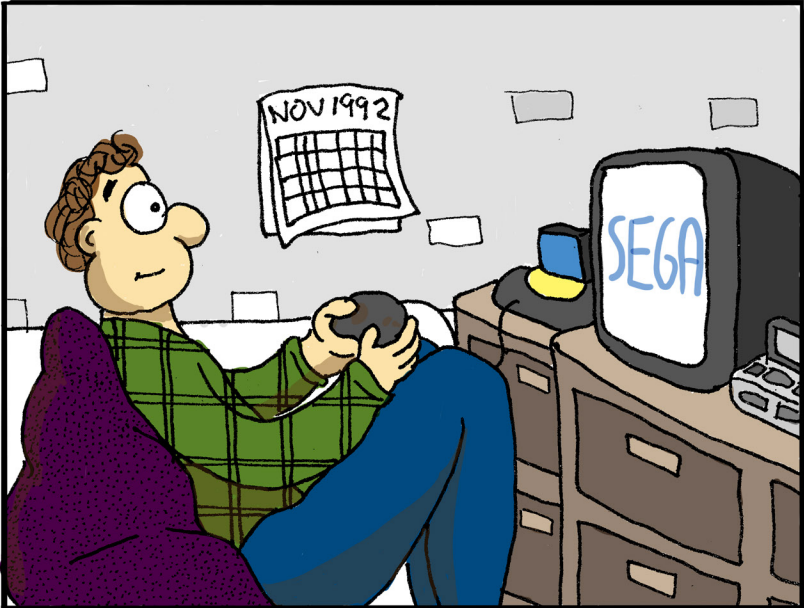


ALSO I PLAYED STREET FIGHTER 2 TURBO. IT WAS OK I GUESS.



SONIC THE HEDGEHOG 2

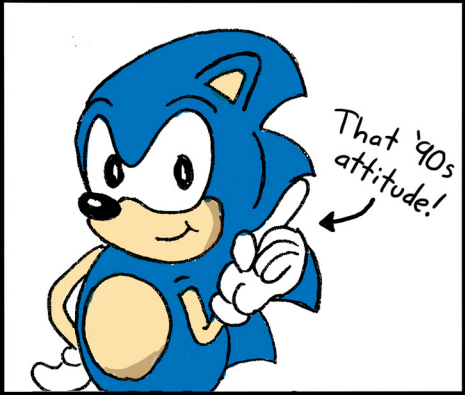
I DON'T BELIEVE A WORD OF THIS STORY BUT I KNOW IT'S REAL BECAUSE IT ALL HAPPENED TO ME.



IT WAS TWO DAYS BEFORE SONIC THE HEDGEHOG 2 WAS COMING OUT ON "SONIC 2'S DAY" - TUESDAY NOVEMBER 24 1992.

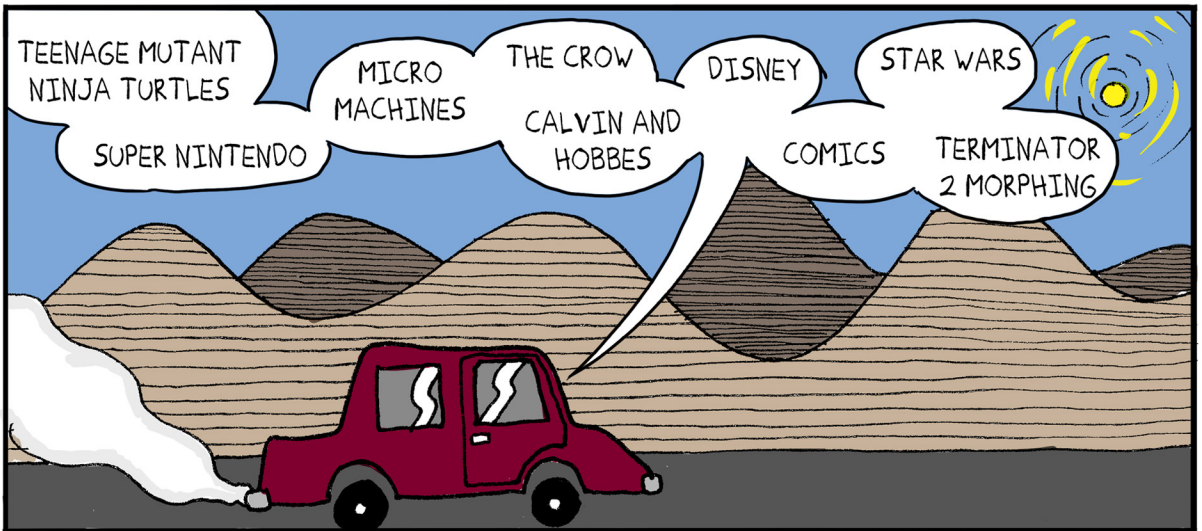


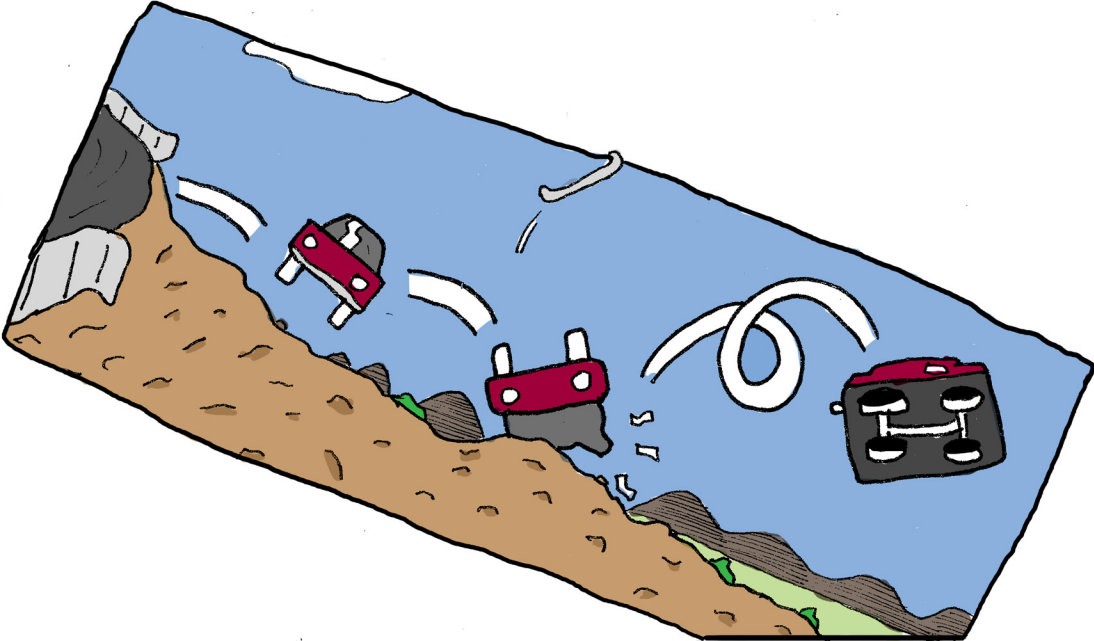
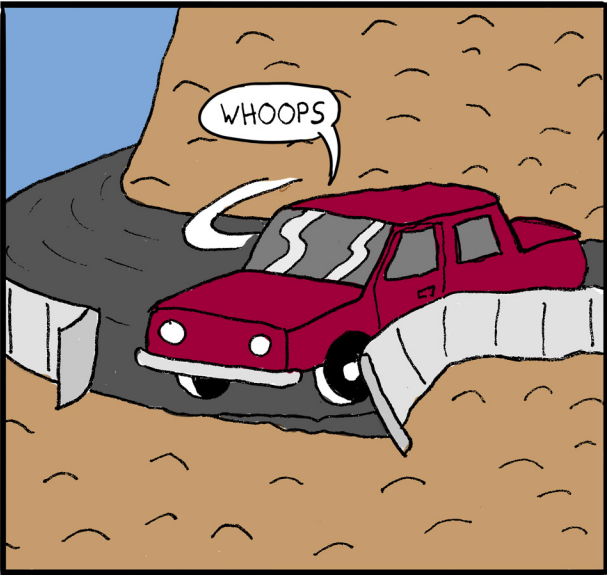
I LOVED SONIC. HE WAS FAST AND BRIGHT AND COOL AND PURE '90s GAMING AWESOMENESS.



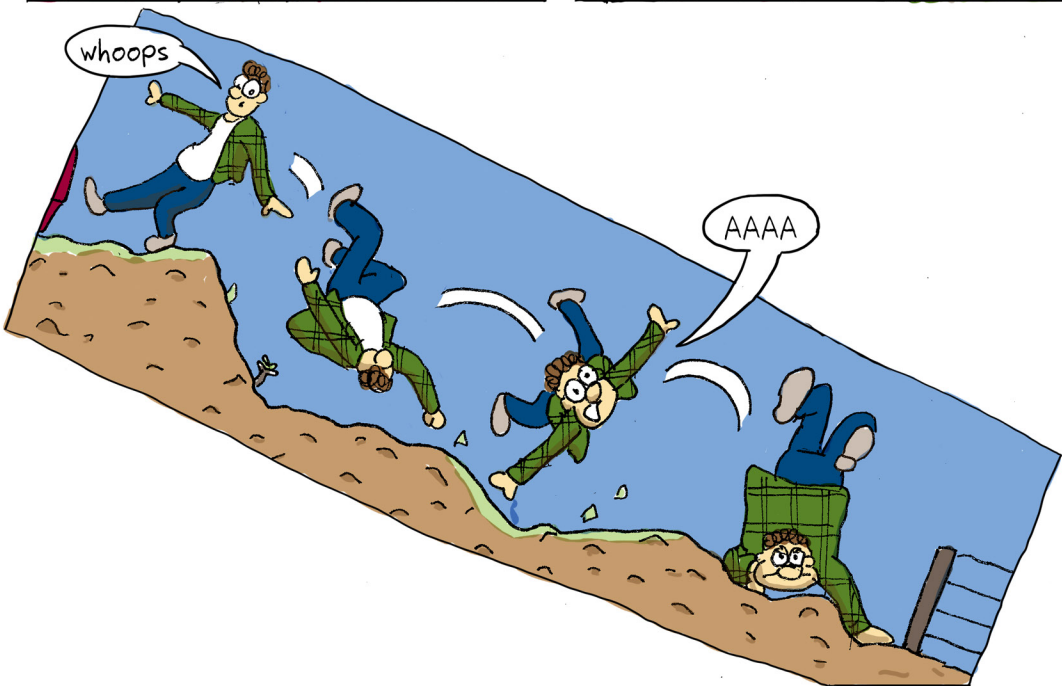
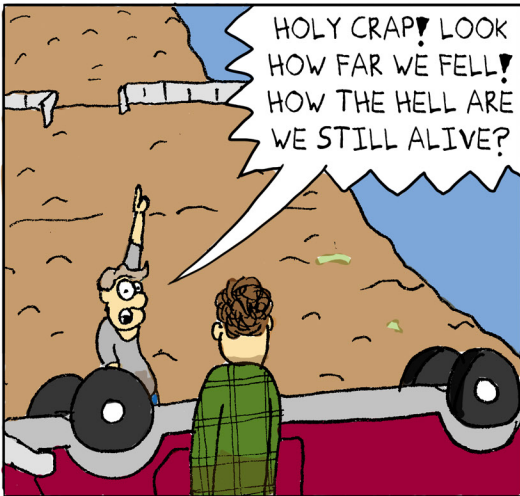
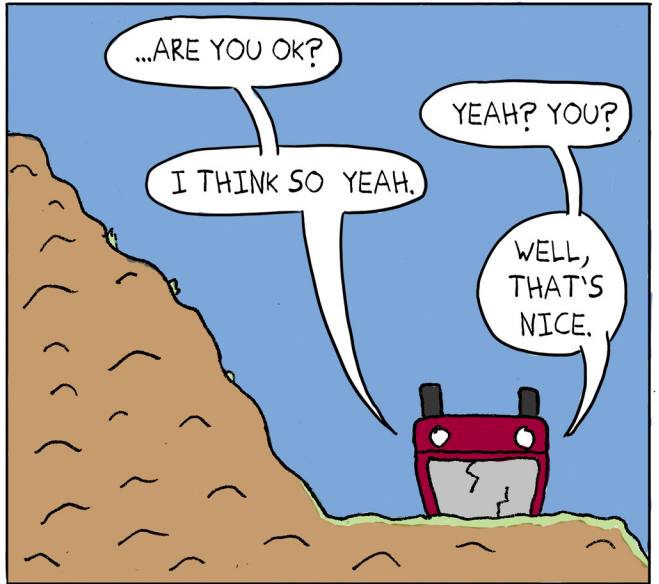
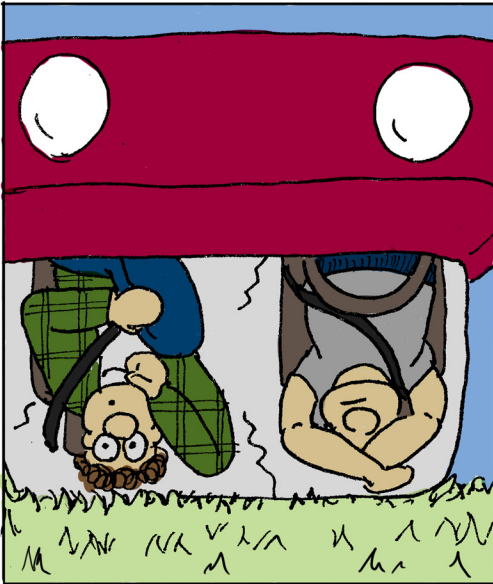
I HADN'T DONE MUCH WITH MY LIFE SINCE HIGH SCHOOL FINISHED A YEAR BEFORE. TO BE HONEST I HADN'T DONE MUCH BUT PLAY VIDEO GAMES WITH MY BROTHER.

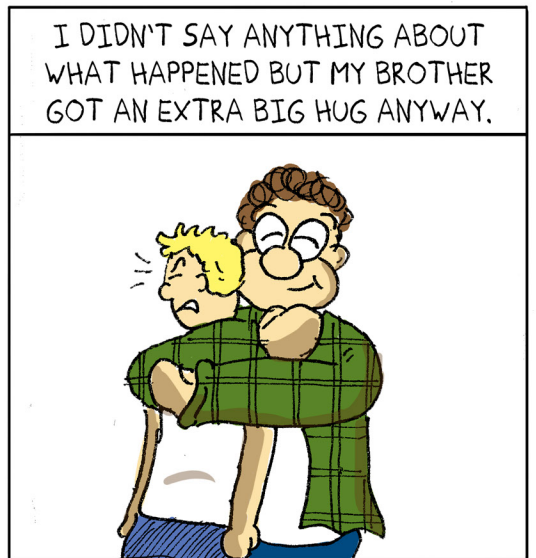
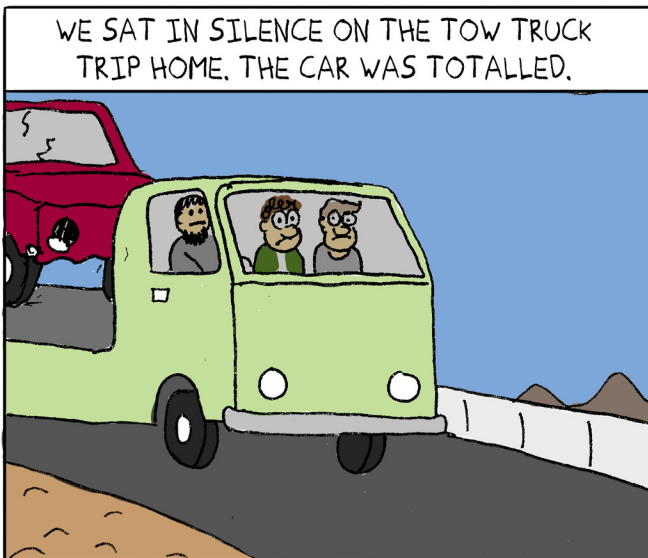
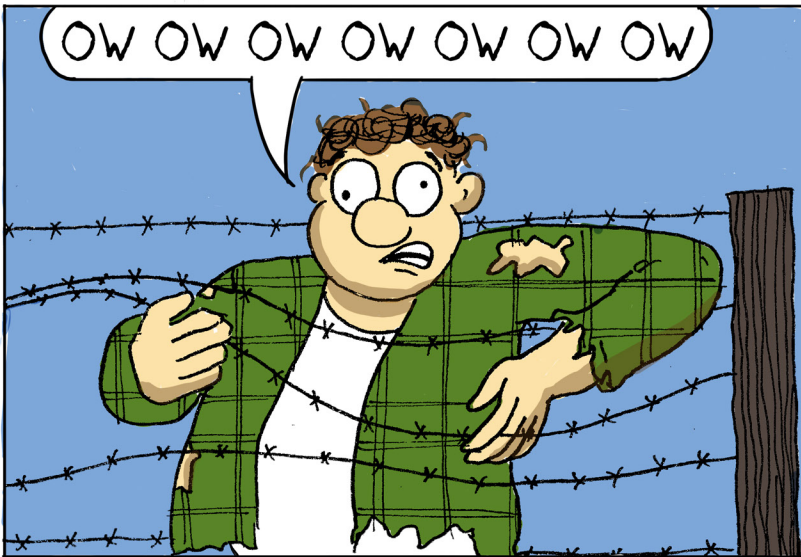












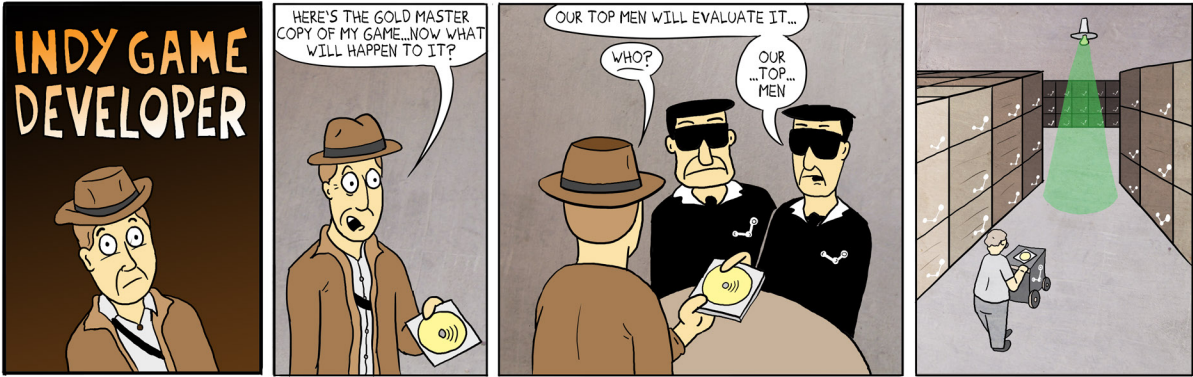
CRUIS'N USA

MY FAVOURITE THING TO DO IN THE ARCADES IS PLAY CRUIS'N USA, UNLOCK THE BRONCO, SELECT THE LOS ANGELES TRACK AND HOLD A WATER PISTOL TO MY HEAD WHILE PRETENDING TO BE O.J. SIMPSON...

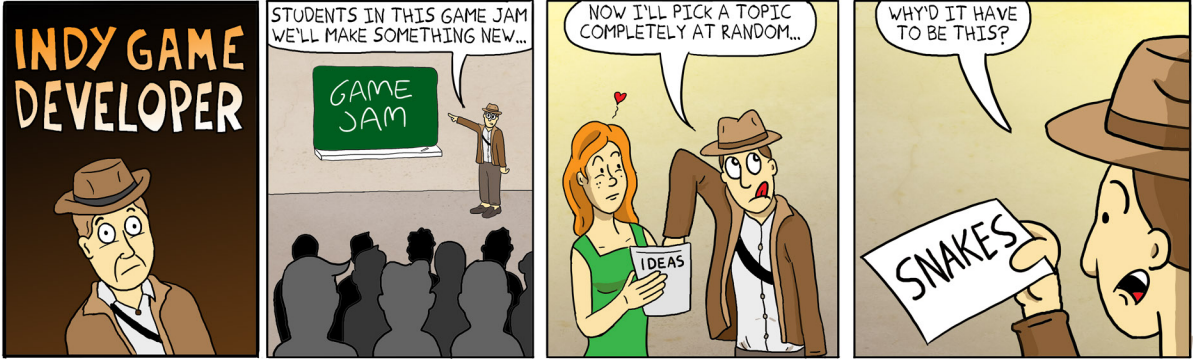


KIDS, ASK YOUR PARENTS ABOUT "O.J. SIMPSON", "ARCADES" AND "LOS ANGELES"

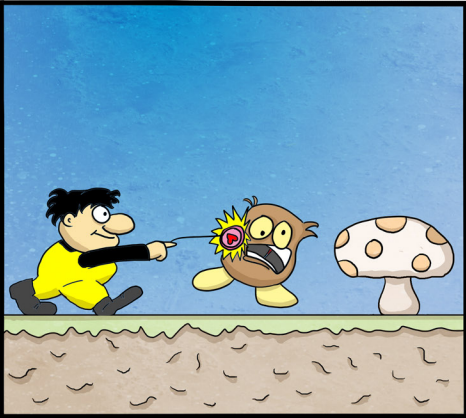
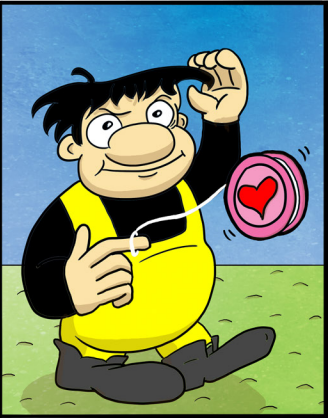
RAIDERS OF THE LOST ARK



INDIANA JONES AND THE TEMPLE OF DOOM

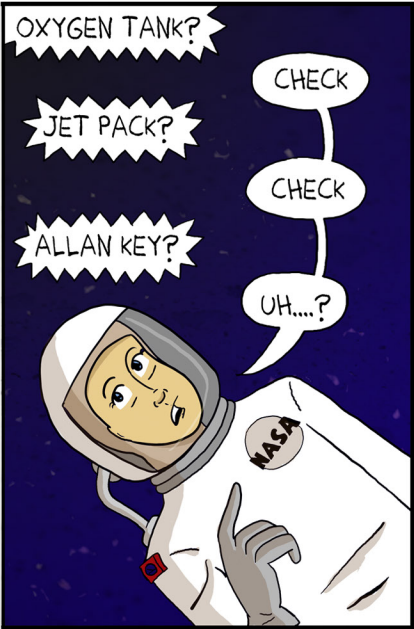


TERRY'S BIG ADVENTURE



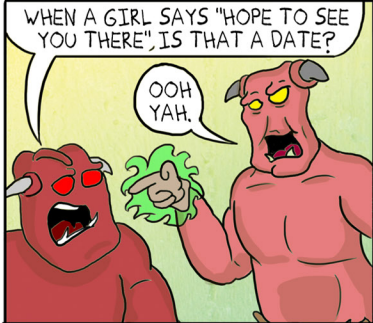
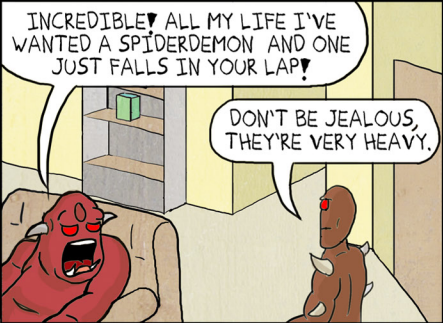
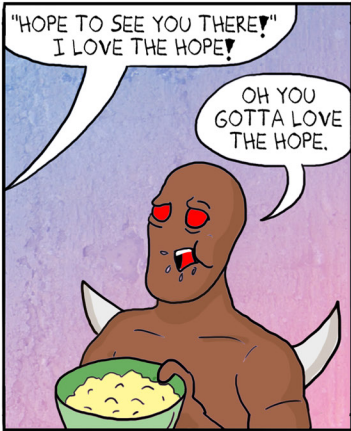
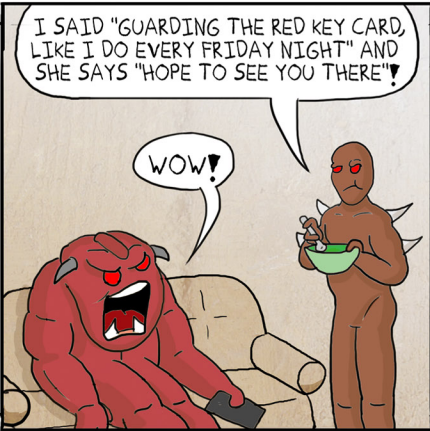
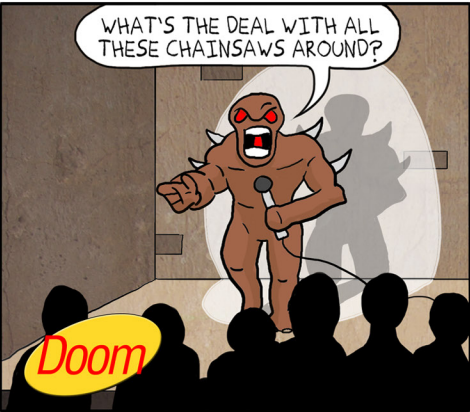
"Among Mario/Giana sister clones this one stands out much because it's different in its own way. Very hard even on the first level. The music (Allistar Brimble) is simple yet addictive (Too bad he did not remix this tune in his new album) The levels are different and has its unique gallery of enemies and treats. The gameplay mechanisms are responsive, accurate and interesting. Bonus games keep the thrill. The ending is short and provocative." - Chand Svare Ghei <http://chasvag.com>

SPACE SHUTTLE PROJECT

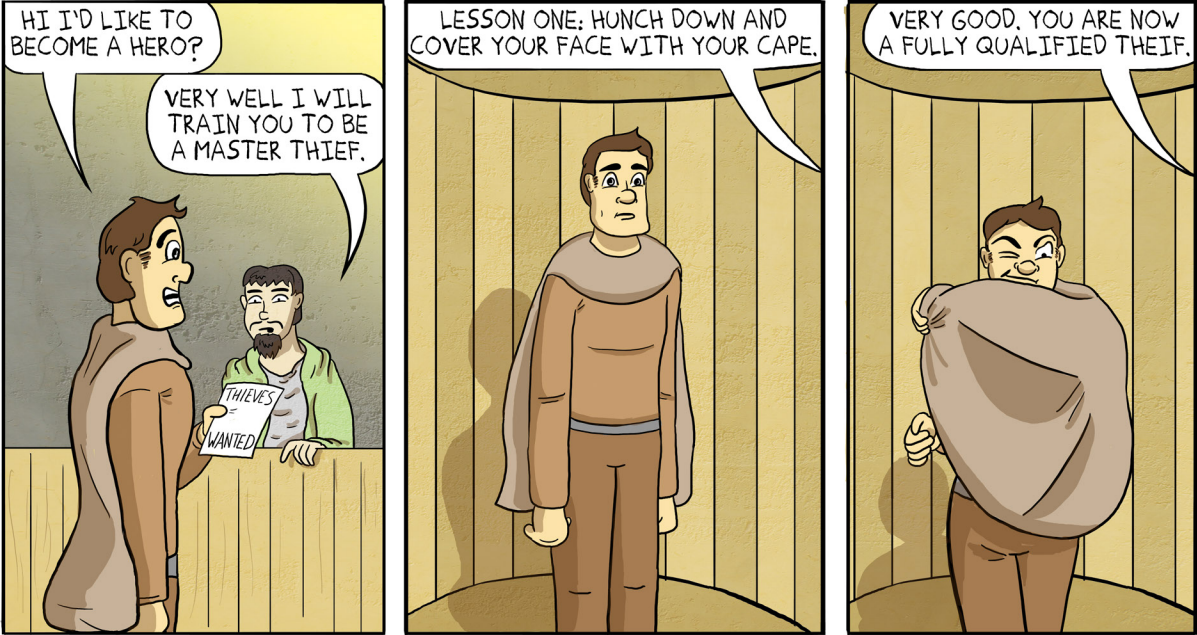


RUNNING BATTLE



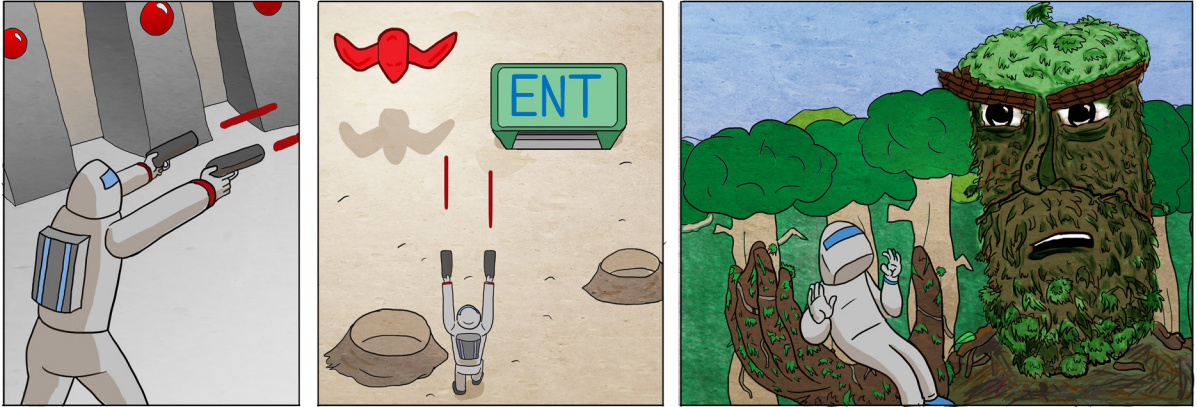


QUEST FOR GLORY



"It was one of the first series of games that I got deeply involved in. I loved it." - Adam Mutton

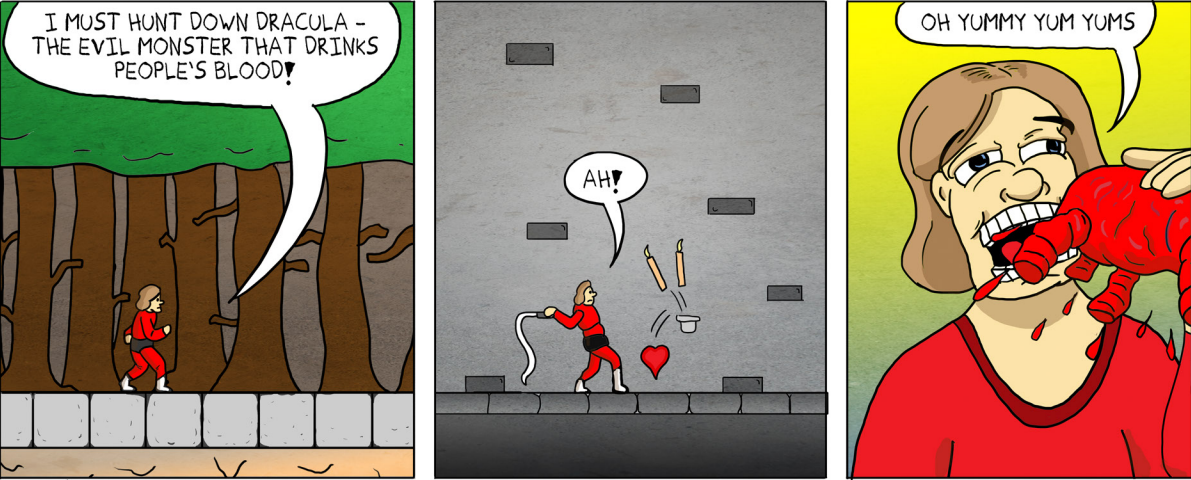
EQUITES



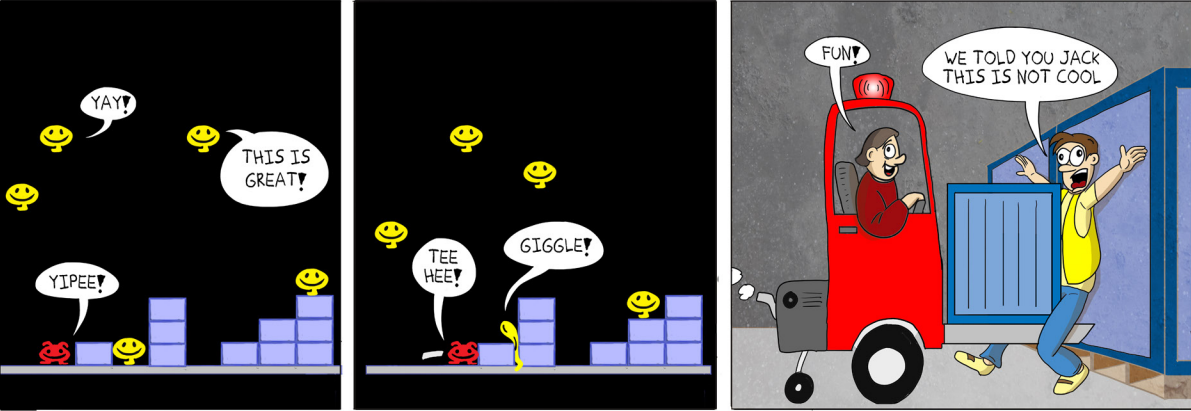
NBA JAM



CASTLEVANIA 2

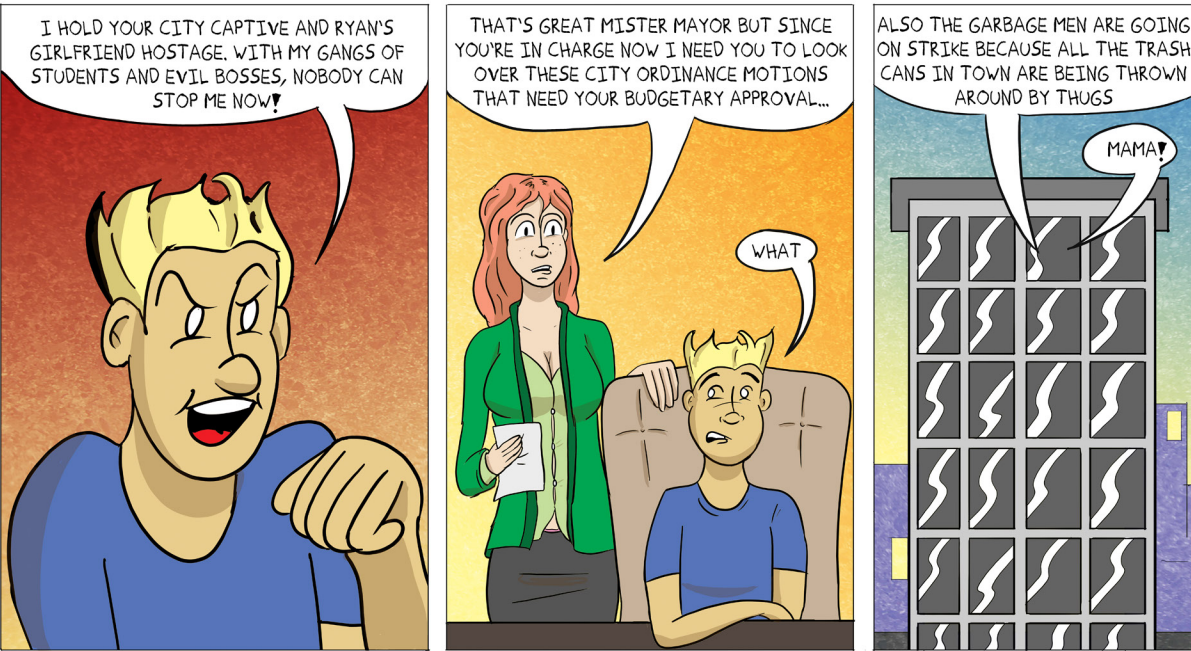


JACK ATTACK



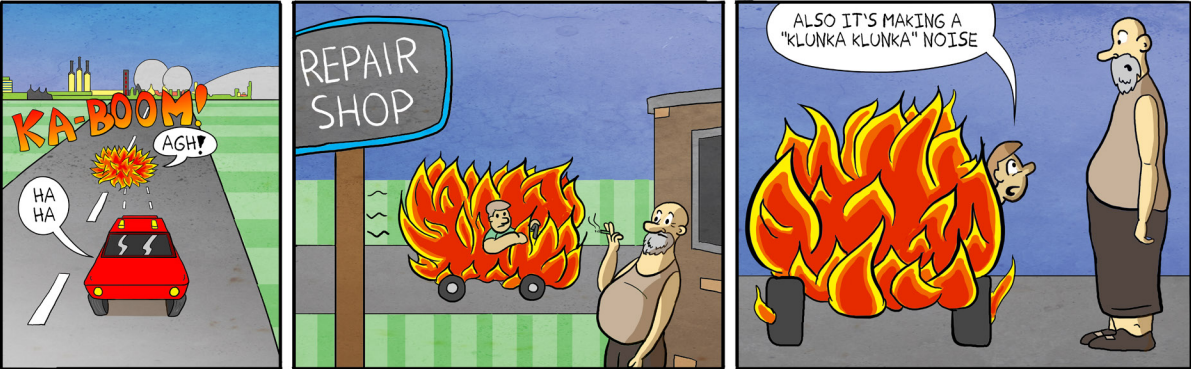
"Jack Attack is a classic C64 game that my primary school librarian even used to let us kids play on the computer in his office. It was on one of the few computers in the whole school besides the Apple IIes the teachers would get for the class for a week two or three times a year." - Jorgen Peddersen

RIVER CITY RANSOM

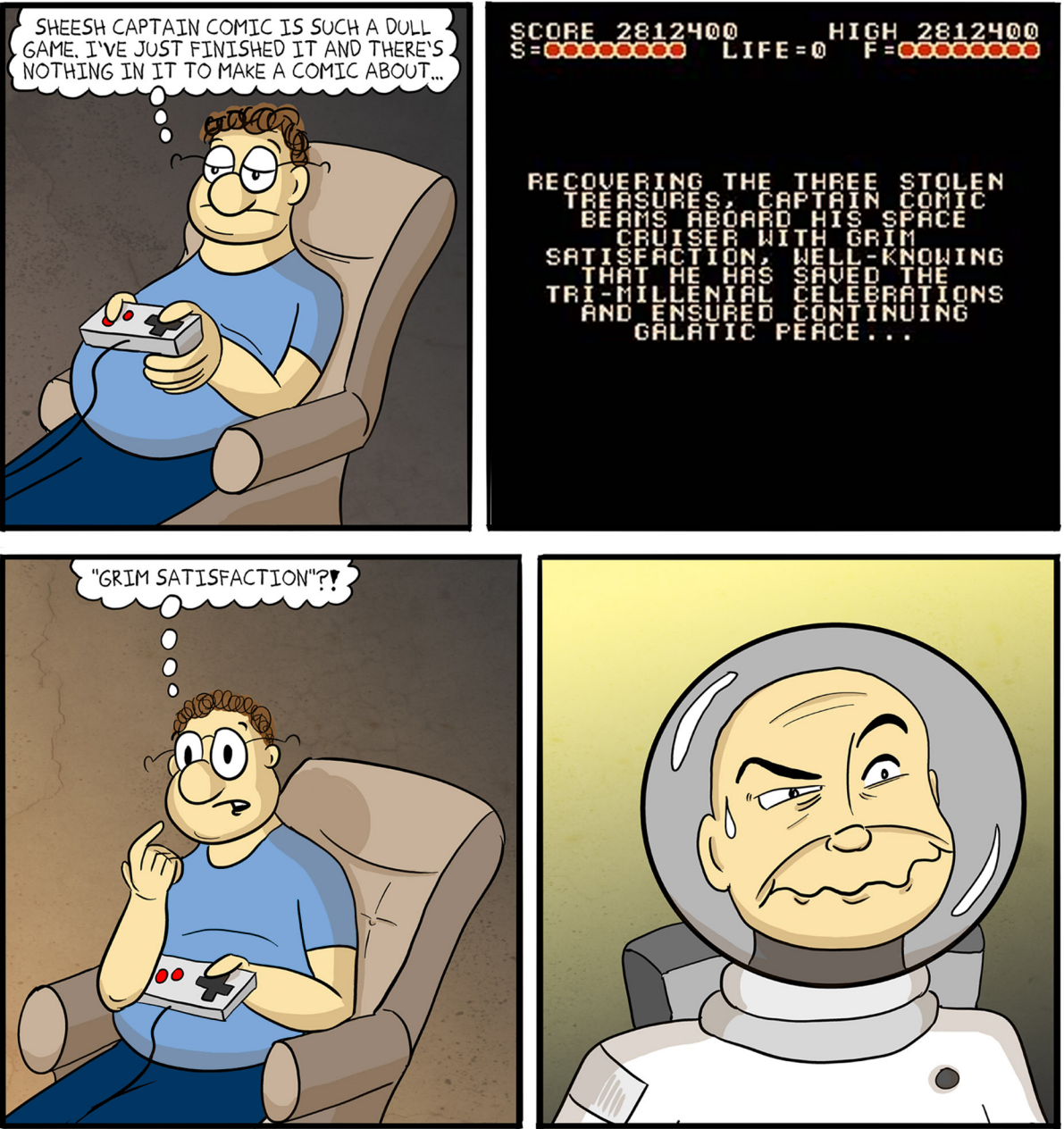


"In my developing years, the only thing that made visiting my best friend's ridiculously humid house tolerable was the promise of foot-stomping the entire population of a high school under the pretense of "rescuing" the virtue of some ditzy girl that was most likely just cheating on her boyfriend anyway. Between tossing trash cans at pixelated gangs and catching random glimpses of my friend's sister not-so-fully clothed, I have to admit my early teenage years were some of the best of my life." - Frank Provo, AKA mosaic, AKA 6.8

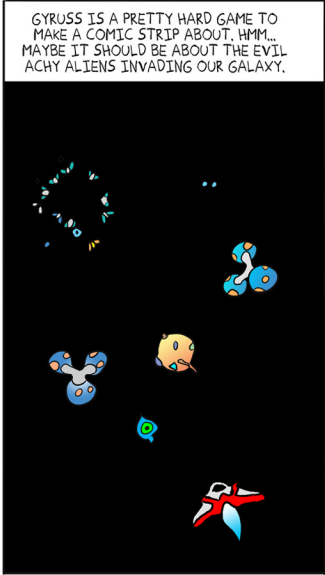
ROADBLASTERS



CAPTAIN COMIC

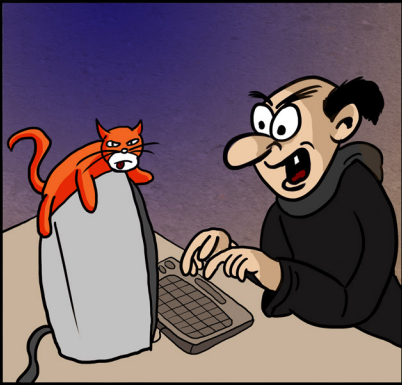
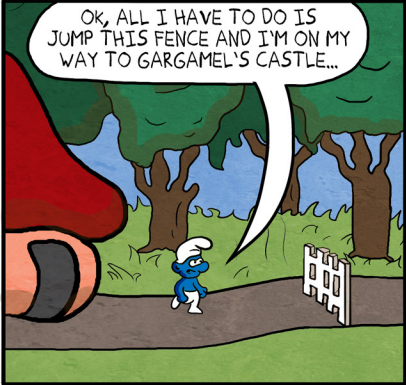


GYRUSS

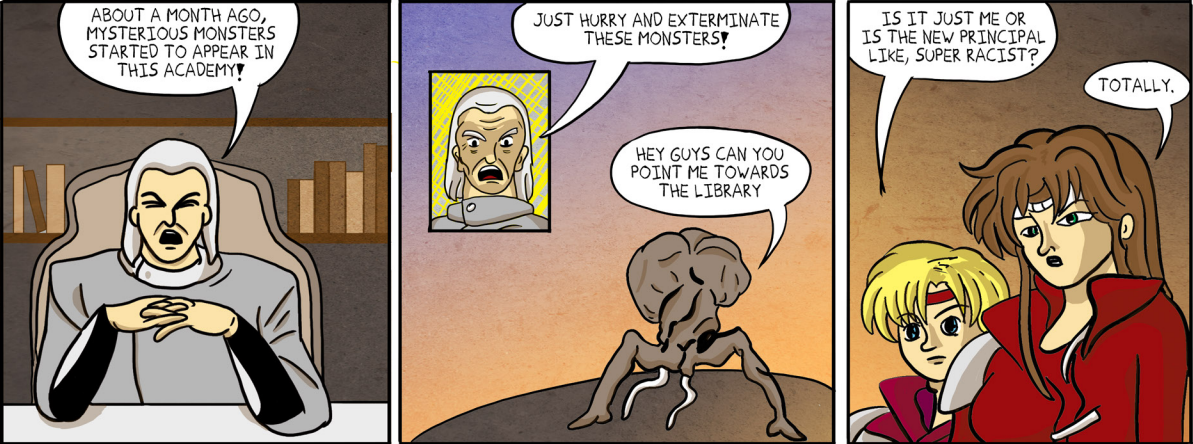


"Circular movement, a journey through the planets, and the coolest soundtrack ever in an arcade game. First game I ever clocked the score, way back in September 1983 (yep, I remember it well!)." - Kevin "Zaph" Burfitt

SMURFS: RESCUE FROM GARGAMEL'S CASTLE

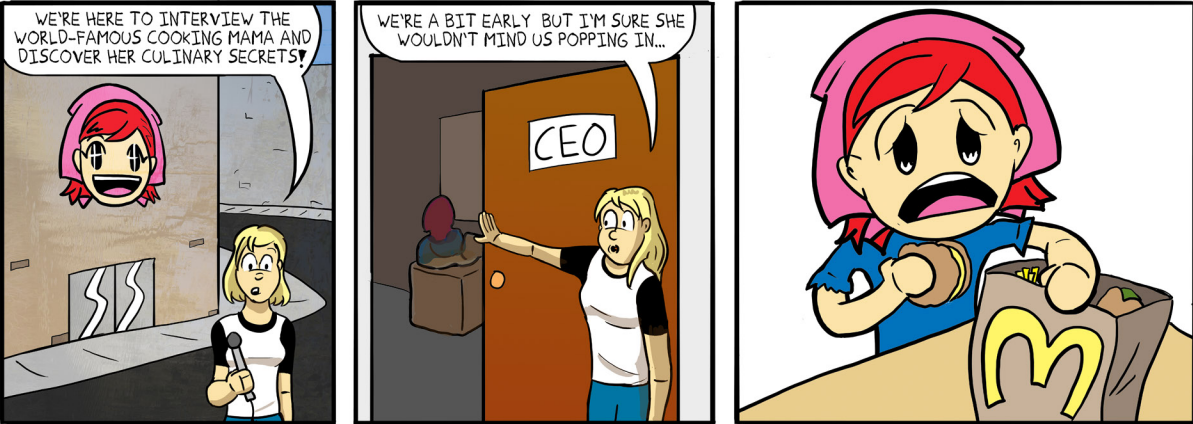


PHANTASY STAR IV



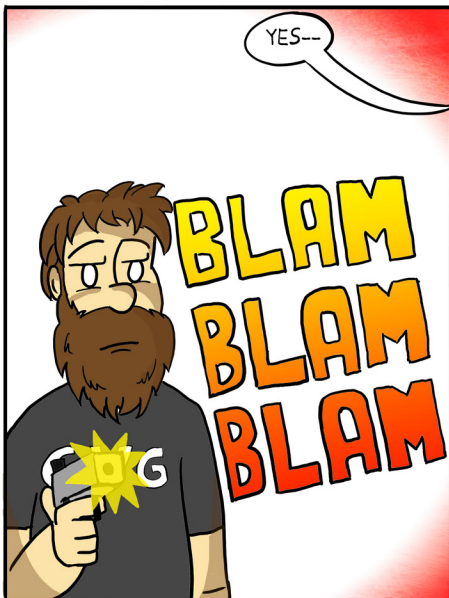
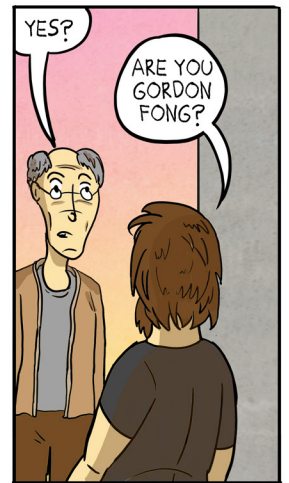
"Huh, Are you serious man ? Why is Phantasy Star IV: The End of the Millenium such a great game ? By asking you don't deserve your MegaDrive! This console was made for THAT game, INDEED!!!" But without joking this game was the very first I brought when I got my SEGA MegaDrive II on Christmas '93 (oh my, I was just an 8 year old kid back then). I was just blown away by the story, the music is awesome (I use some for phone calls and texts ring) and I definitely love that comic-style popping images appearing during talking parts. This game has it all: attaching characters, drama, swords and guns, side quests, quite original dungeons... Monster designs also are crazy, the cutes and the uglies, even if the names are often obvious, the bosses look freaky too with great visual power effects. This is the only game I start and finish almost once a year since I have it, and it's been 20 years now!!! Same game, same console! I remember playing with a dictionary beside me helping knowing the story and what to do, that makes great memories of play history. Even if I played the four first games of the original saga now, I am still particularly attached to this one. I am still collecting books, mugs, and various stuff from that era of the game." - Jeremy "The Protector" Noye

COOKING MAMA

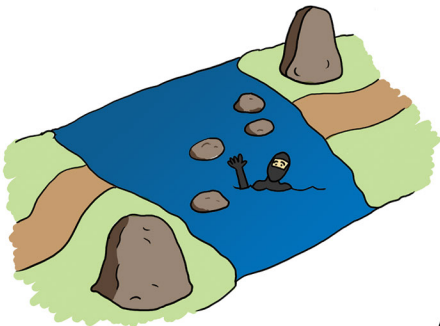


"My real life cooking abilities don't extend much further than hitting the button on a Keurig or microwaving a bag of popcorn. Cooking Mama gives me the chance to pretend to be a ninja in the kitchen, whipping up all sorts of complex recipes without a second thought. Fantastic piece of escapism to enjoy while waiting for my toast to brown or for my microwaved pizza to partially cook." - RoushiMSX

PROOF THAT VIDEO GAMES CAUSE VIOLENCE

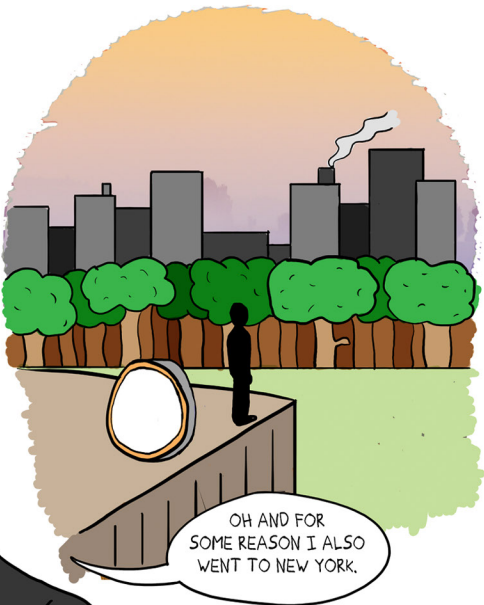


"I have very fond memories of playing the arcade and SNES versions of SF2, however there was one black sheep in the series. One day a friend called me up to tell me he was picking up the Amiga version of SF2 and we should get together for a few matches and some pizza. When I got there he opened up the game box and we saw a pile of disks. We both remarked that it must be great, as most games fit on to one or maybe two disks, so four disks must be amazing! Oh how we were so wrong and naive. I don't remember too much about the game now other than we seemed to have swapped disks a zillion times and then when we finally got into a match it was barely recognizable as a Street Fighter game. Quite easily one the worst game ports ever produced! 7/10" - Chris Van Graas



I HAVE OVERCOME MANY DANGEROUS OBSTACLES...

FOUGHT LEGIONS OF BRAVE WARRIORS...



"The Last Ninja is a game that has haunted me my entire life ever since I played it. I cannot stop thinking about it and I can't stop collecting everything I see in relation to it. Everything is perfect in this game including the music, the art, even down to the box art itself (excluding the silly looking USA release version). Ok, so the log jumping is rubbish, but the game needs something to keep you on your toes and it sure isn't the AI fighters who have a nasty habit of falling on their own swords..." - Marc Bell

MY NAME'S BOUNTY BOB! I'M DRESSED AS A 19th CENTURY GOLD PROSPECTOR BUT I'M ACTUALLY A ROYAL CANADIAN MOUNTED POLICEMAN ON A MISSION TO EXPLORE NUCLEAR NED'S URANIUM MINES!



I SEE.

RIGHT THIS WAY.



VIDEO GAME LOONY BIN



"In 1983, we picked up a Miner 2049 cart for our Atari 400 home computer. It was \$80. That was a lot of money when you consider new games in Australia still go for that 30 years later. Miner 2049er was probably my most played game on the 400, because it had a lot of gameplay in its 10 levels. You had the basic Pac-Man meets Donkey Kong gameplay as well as teleporters, slides, radioactive mutants, vats of toxic sludge, a crane and more. And the coolest thing was that if you typed in the phone number that was printed on the cartridge label, you got a level select option. This was probably the first cheat or easter egg I ever encountered. I also remember once when it glitched and beating any level would yield millions of points, which was great since you used to get extra lives every 10,000 or so points." - George Stamatiadis

CASTLE OF ILLUSION STARRING MICKEY MOUSE (MASTER SYSTEM)



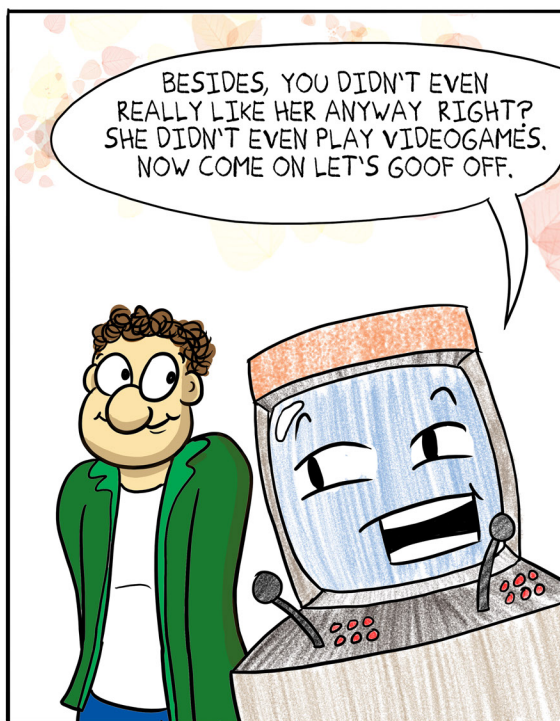
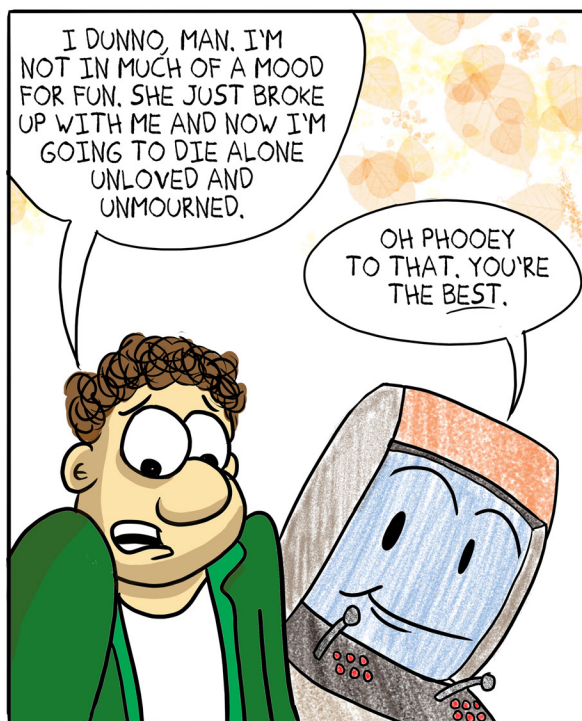
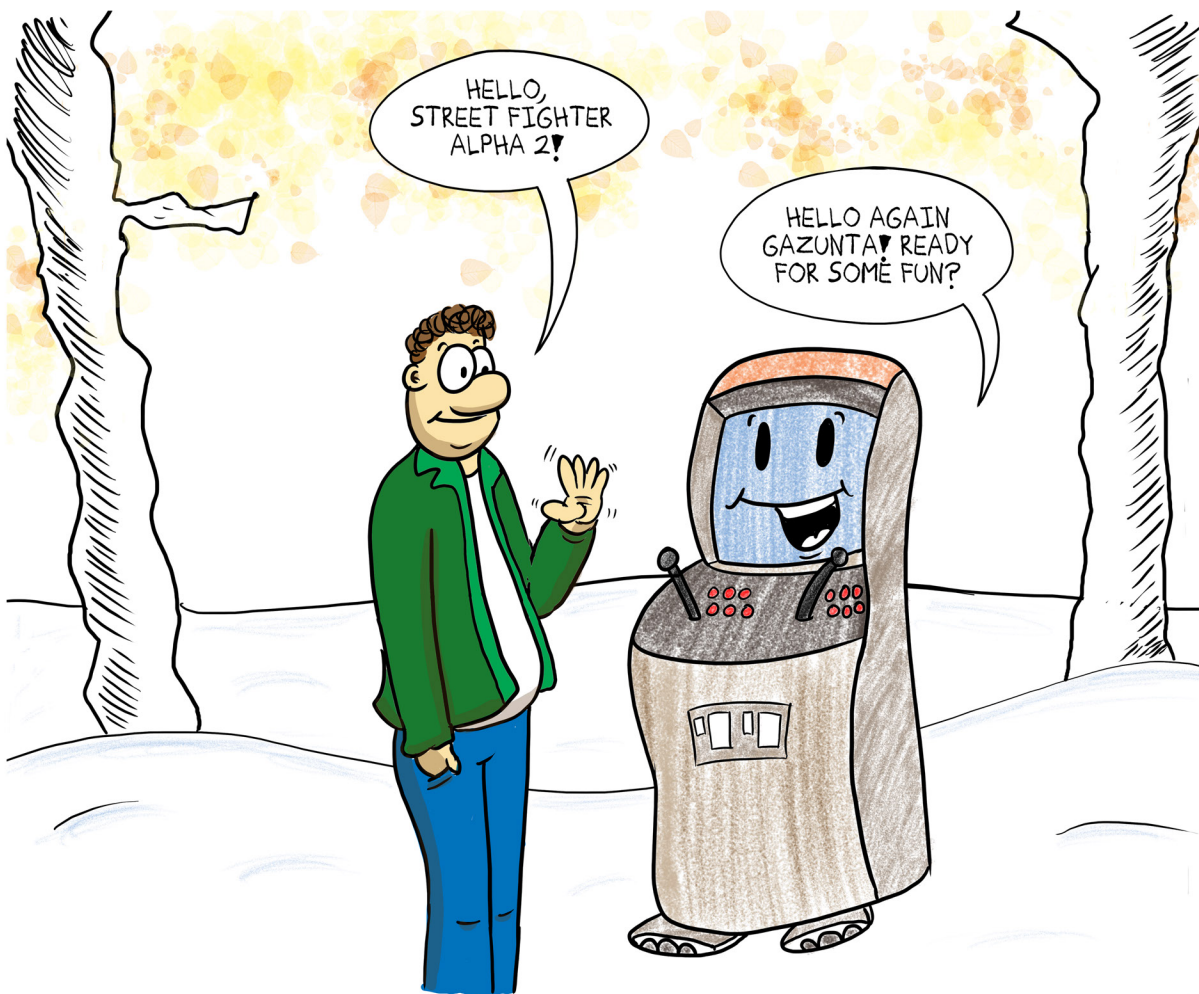
"The Master System version of Castle of Illusion starring Mickey Mouse hails from an era when licensed games weren't necessarily God awful. A competent console platformer, it struck a chord with me as a young gamer for the wide variety of worlds that Mickey would traipse through. In place of the usual clichéd platformer 'Ice' and 'Lava' levels were a range of richly designed worlds such as the hunger-inducing candy world and the clock world complete with enemy cogs. The games did wonders within its 16-bit constraints to create sprites of chocolate, toys and enemy alphabet letters that all had instant youth appeal.

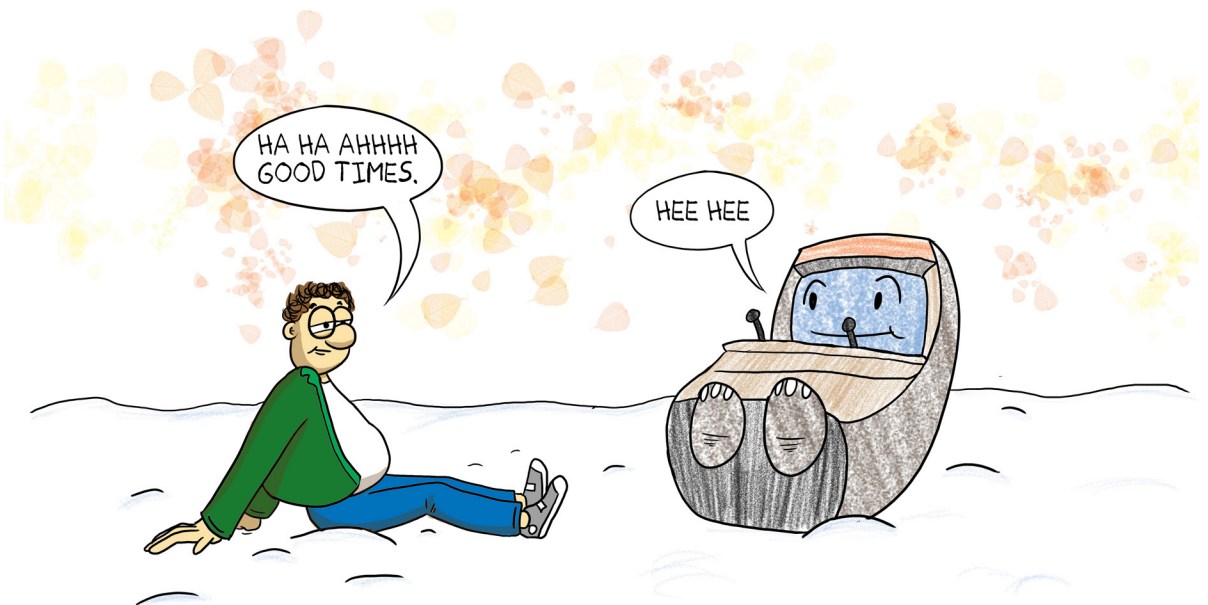
As an action platformer, it may not have been as deep or challenging as early Megaman games, but its success-through-memorisation style of platforming is something sorely absent in today's instant gratification gaming scene. Nothing satisfies quite like the incremental gains made across multiple playthroughs of platformers like Castle of Illusion. Each improvement brought new challenges as each of the earlier levels were mastered with precision, building towards the final encounter. Being the only game in my collection for almost a year, I focussed my gaming time solely on Castle of Illusion until I could finally beat it one sitting. There is an incredible sense of reward for 'learning' a platformer and then returning again and again only to improve times and scores.

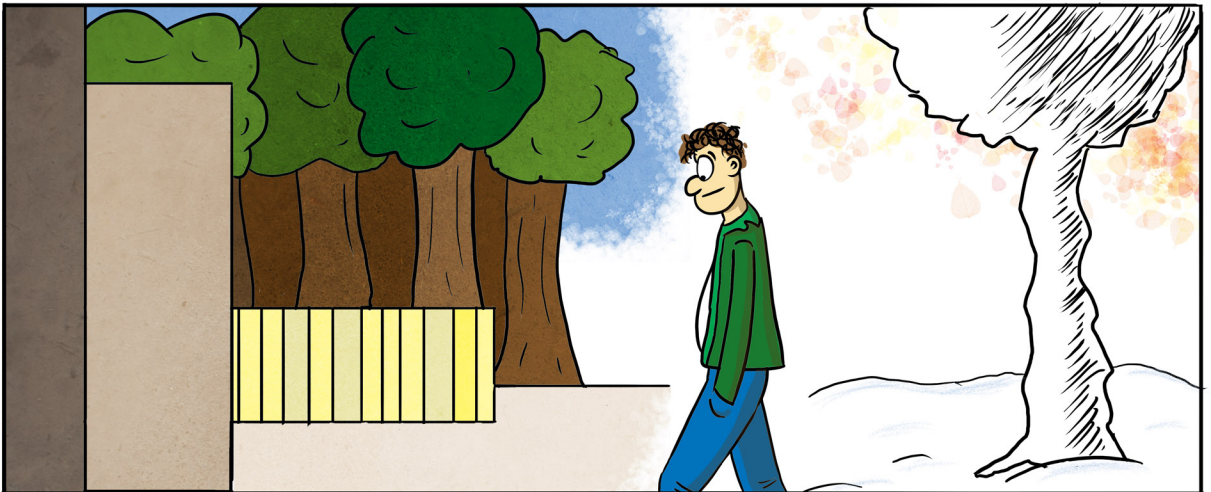
It's the game that made me a Sega fan from the outset, and even though I'd played it to death at a schoolmate's home, it was the only game I asked for when I got to pick up my very own Master System. The first game I ever owned, and it still manages to entertain to this day." - Josh Moulds











SOME PEOPLE GROW UP SURROUNDED BY A CLOSE CIRCLE OF FRIENDS THAT ARE THERE FOR YOU THROUGH THICK AND THIN. THEY HELP YOU IN BAD TIMES AND SHARE THE JOY OF GOOD TIMES. I DIDN'T HAVE THAT. ALL I HAD STREET FIGHTER ALPHA 2. IT WAS ALWAYS THERE FOR ME. IT WAS NEVER TOO BUSY FOR ME TO VENT ABOUT BEING ANGRY OR SCARED OR BROKE OR LONELY. IT'S ALWAYS MADE ME FEEL SPECIAL.

THAT'S WHY STREET FIGHTER ALPHA 2 IS MY SECRET BEST FRIEND.



HOW I MAKE BLOW THE CARTRIDGE

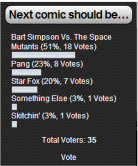
A handy guide in doing it the wrong way so you don't have to!

A lot of people ask me how I make these comics (they also ask me things like "who are you?" and "can you please get off our front yard?") so I thought I'd show a bit of the behind the scenes process. Hope you get something out of it.

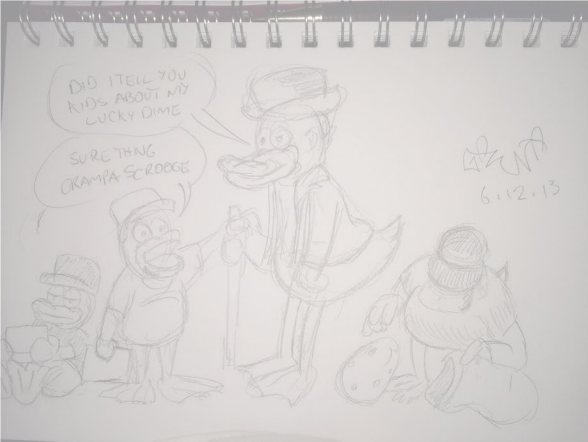
Step one: Choosing a Game

More often than not choosing what game to make a comic about is taken care of by my (lovely) readers. I have a continually-updated poll on the site with five suggestions that people can vote on, and I use the leading answer.

Sometimes if I can't make a particular game's comic work for any reason (the joke's not coming together, or the art requirements are too big to get it done in time, for example) I'll pick something else to parody. In that case I'll pick a game that I've been emailed about, or has appeared on my "Suggest A Game" page, or (and I like doing this one) I'll pick out an old game magazine from my collection of several thousand, and flick through it to see if any game grabs my attention.



And then waste the rest of the night reading old game magazines.



An unused Duck Tales Sketch that's never been seen - until now...

Usually the games I pick have an interesting premise, or a slightly bizarre event that would start the creative process. They commonly have easily definable characters because it's much easier to draw a comic about something that has a face as opposed to, say, the bat from Pong. I might not have the joke constructed in my head yet but I typically know there's something in there that's interesting enough to work around.

After I pick a game I like to play it for a bit, and thankfully I've amassed a decent game collection over the years so it's easy enough to find the old cartridge and give it a go for a while to help jog my memory. While playing it I'll start firming up the joke - or at least nail down how the comic will work visually so I can move onto the next stage.

And then waste the rest of the night playing old video games.



Last year we built a studio space for me to work in and I promptly filled it with gaming magazines and way too many Commodore 64s. This is from the day I moved in, it's gotten a tad messier since then.



Step two: Penciling

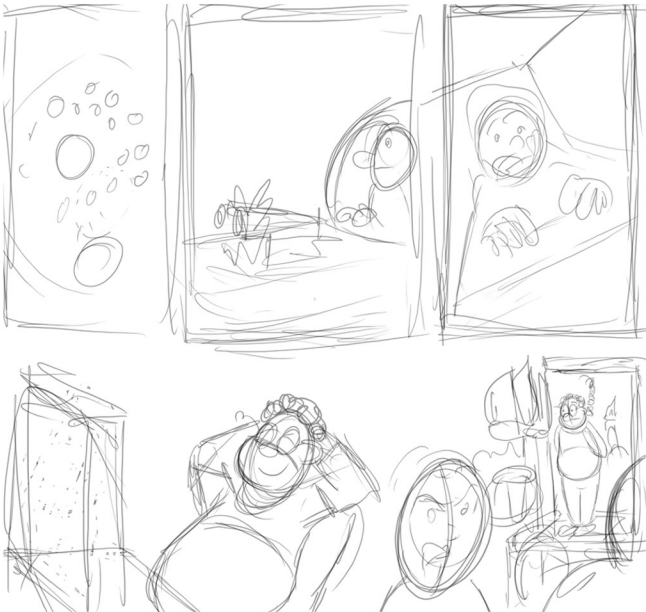
Until just recently I would start the process with an A5 sketchpad and a simple mechanical pencil. For some reason I like the way the mechanical pencil feels - the tiny width of the point is nice to sketch with and doesn't smudge much, while regular pencils tend to smudge like crazy. After the pencils are done it gets scanned into Photoshop at 600 DPI.

Lately however the 'penciling' stage is all done digitally on a Surface Pro 2 using Sketchbook Pro. It's a fast tool geared towards roughing out ideas and it has the advantage of not having to be scanned after I finish, so I can quickly move onto the next stage.

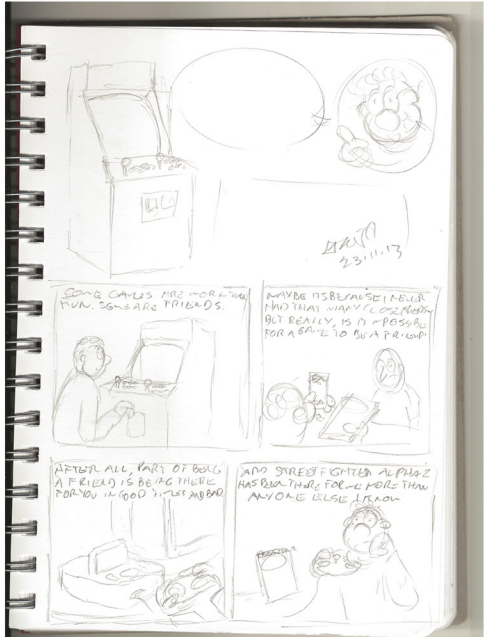


"Terry's Big Adventure" pencils - including a speech bubble I left out.

Whether I'm working in traditional or digital boundaries the point of penciling is to quickly rough out the comic and nail down the 'key points' - facial expressions, camera angles, body posture, important props, etc - and give me an idea of what the finished comic is going to look like.



"Pencil" stage of the Gyruss comic, but done all digitally without, er, pencils.



Early versions from the Street Fighter Alpha 2 comic. It got re-written a lot after the first pencils (left) and expanded after the digital pencils (right)

Step three: Inking

Now that I have a high resolution pencil image saved digitally (and stored on my Dropbox folder so I can quickly switch between devices) I can start inking over it. I use Photoshop from this point on - while there's programs better suited to drawing comics I'm getting set in my ways or at least don't have much time to learn a new program when there's a deadline. Maybe after this book is finished :)

I use two different devices to ink the comic depending on where I am. If I'm at home and in my studio (my preferred working environment) I'll use my desktop PC which has a 12" Cintiq and two 24" monitors. I use the Cintiq to draw on with the comic viewed close up, and one of the monitors to display the full comic so I can quickly see the big picture without having to zoom out and back in again all the time. The other monitor is usually devoted to YouTube playthroughs of the game I'm working on, or some other retrogaming related nonsense.

(Oh and there's also my OG iPad 1 which is basically a dedicated Twitter device now, keeping me in touch with the outside world while I draw.)

If I'm at home on the couch I'm using the Surface Pro 2. While it lacks a pair of 24 inch monitors it does let me sit draw while relaxing on the couch and talking with the wife, which is pretty damn neat. It's also incredibly handy for those lunch breaks at work where I've got nothing else to do but draw.

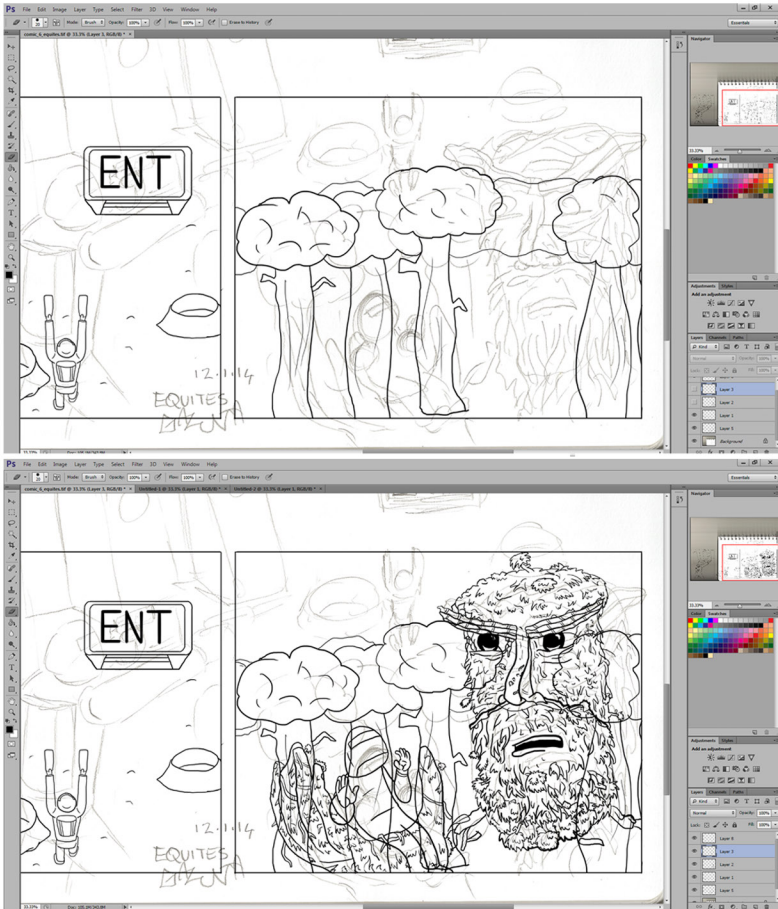


My drawing setup on the other side of the studio complete with plasma ball. Being able to see the complete strip and close up art at once is a life saver.

The Photoshop brush I use to ink is just the standard solid brush that's at the start of the list of default Photoshop brushes. It's a reliable brush that I get nice variance from. At this stage I lower the opacity of the pencil layer and just trace over the pencils, refining the messy pencils into something smoother.

Typically I use a separate layer for each of the panels while I ink, so I can easily move them around or scale them depending on my requirements. My pencils tend to be very squashed together so I need to move the inked drawings further apart from each other to make room for backgrounds, borders and speech bubbles.

Once the inks are done I merge them down to one layer and draw panel borders on a new layer on top. I then turn off the pencil layer, duplicate the panel border layer and merge that new layer with the ink layer. Now I'm ready to colour in!



Before and after shot of the inking process in the Equites comic. Every item has its own layer.

Step four: Colouring*

I'll happily admit I'm still learning when it comes to things like colour theory and palettes and all that stuff. Heck, with the exception of a couple of skin tones I'm still just using the default Photoshop colour palette to colour all my strips. Now you can't unsee all those same browns and greys all over the place.

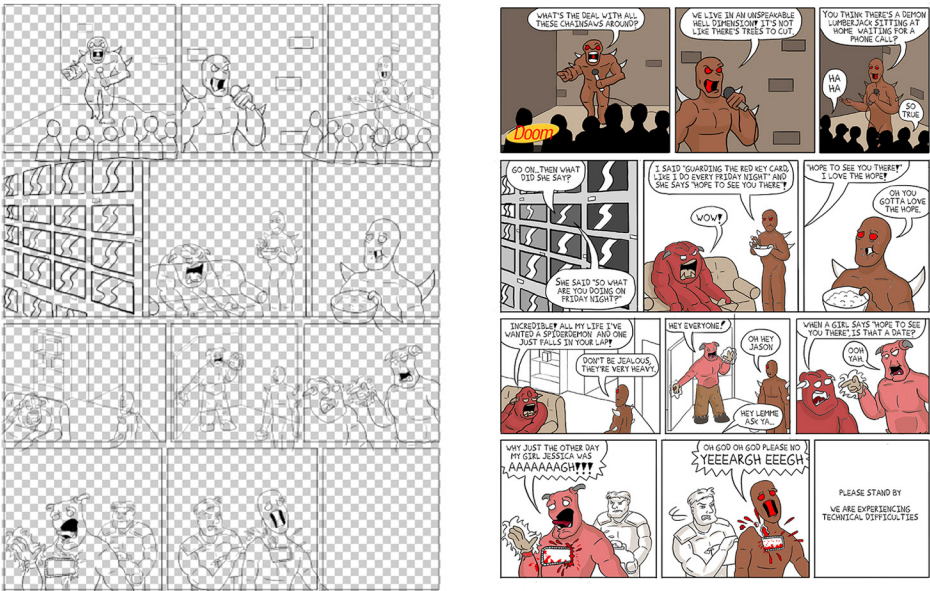
Generally I colour in all the characters on one layer, using just flat colours. I then make a new layer for the background (again making a duplicate of my border layer to mark out areas for the fill tool to go) to colour the backgrounds. The exception to this is when I'm colouring in my curly hair in strips where I appear - this is done by drawing over the curls with a brush set to Multiply.

The colours for my characters and any important props (things they're holding or interacting with) tend to be brighter while the background colours are more muted. I also tend to use subtle gradients in my backgrounds to provide a bit of noise.

Lately I've taken to adding textures to the colours, especially in the backgrounds. It's just a nice way to add a sense of detail and further pull the backgrounds away from the foreground action. To do this I get a photo I've taken around the house - the driveway, the sink and the lawn are particularly good for this - and paste that on top of the background layer. I then set that layer to "overlay" and then take the opacity down to about 20%. Voila, lots of texture without much work!

The final step of the colouring process is shading. Like a lot of people I just make a new layer on top of the character layer and just draw where I want shadows to appear. However while most people use black for their shadow layer I like to use a dark brown, I find it adds a bit of warmth and doesn't make things look too grey. Finally I set the opacity to 25% and adjust where necessary.

*yes, colouring, not coloring, I live in Australia, sorry my beloved American readers who spell colour differently from everywhere else :)



Here's four stages of the colouring of the Doom comic. Fill colours in characters, textures and flat colours for backgrounds, then merged.



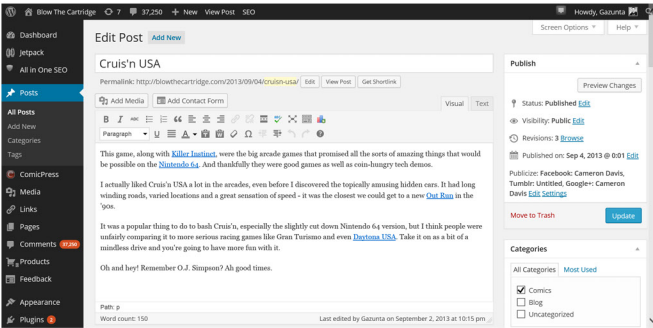
FINAL STEPS

Almost there! Now it's time for lettering. Again, this is all done in Photoshop. A long time ago I made a computer font that was based on my handwriting and I've been using it ever since. I just type the words into Photoshop using the Type tool and set the font size to whatever looks right - usually 16 point.

AaBbCcDd
* \$! " () 1 2 3

Then I draw the word balloons. For some reason I decided against using things like the elipses tool to draw perfect balloons and tails and instead draw them all my by hand. I think I just like how organic it looks. The important thing is to make sure there's plenty of space for the words and that the thickness of the balloon lines matches the thickness of the borders.

Right about now I usually like to enjoy a nice glass of chocolate milk.



This high-resolution file now gets saved away for later use in book collections (like this one) and then I make a low-resolution version for the website. This involves flattening all the layers, reducing the size of the image to fit onto the website (currently 956 pixels wide, but that will change in the future as the average reader's browser size increases - this is another good reason to keep those high-resolution originals!) and upload it to the site's content management system. I use Wordpress and Comicpress at the moment, which is pretty much the standard in webcomic site backends, and put the comic up online along with a witty and insightful blog post for Google to attach its ads to.

That's the comic done. The last step as far as the website goes is to reset the poll so people can keep voting until the next update. I take last week's poll, remove the game that won, add in a related game (the sequel or something that's along the same lines - so if I did The Simpsons Arcade game one week, I could put up either another The Simpsons game or the very similar Teenage Mutant Ninja Turtles game as the next option) and then swap out the lowest-ranked option of the week for something else that's been on my list for a while.

And that's it! I then post links to the comic around the various social media outlets (Currently Twitter, Facebook, Reddit and Pintrest) and get some sleep.

The next morning the whole process starts again...



The author and his writing partner,
Don't they look cute together?

GAME OVER!

Wow, that's the end of the book! We've had fun. We've laughed. We cried. We learned a lot about life and love.

Super Blow The Cartridge would not be possible without the following people, who I think are AWESOME.

Adam Mutton - Agent-X - Alan Morgan - Alan Russell - Alejandro D. Uc Canul - Andrew Simeon (Megadrive) - Ant Stiller - Chand Svare Ghei - Chris Van Graas - Christopher Glass - D-Rock - Daniel Miller - Daniel Vuckovic - Darren Michaud - Dave Kudrev - Dave Zdyrko - David "TheDwarf" Lawrance - DeathJr. - DJ Browzer - Don Meadows - Eric L. - EvilSeven - Fogz - Frank Ward - Frank Provo AKA mosaic AKA 6.8 - Fredescu - Galit A. - George Stamatiadis - Gina Wells - Jamie Galea - Jan Skeřik - Jason - Jason Crossman - Jeremy "The Protector" Noye - John Babich - Jonathan Garrett - Jorgen Peddersen - Josh Moulds - Kenneth Hill - Kenneth Lee - Kent Keltner - Kevin "Zaph" Burfitt - Lexi - Marc Bell - Matt Koscica - Mayhem - Michael Rains - Michael Towns (retrospekt.com.au) - Mohit Virmani - Neil Davies N.P.D. - PARISI - Paul E Morrison - Phil - Richard Kashinski - Rob Caporetto - Rodger Boots - RoushiMSX - Sean jambo Pincombe - Seán Diver - Shaneus - Space Captain Steve - Starky - Tonto - Travis Skinner - Warren Lapworth

Additionally I want to thank Jason Conlan, Steve Stamatiadis, Anthony Stiller and Alisha Jade for their guidance, advice and inspiration through the process of making this book.

Thanks to my parents for introducing comics to me and making that fateful mistake of buying me my first Commodore 64, my sister for beating me at Golden Axe that one time and my brother for thinking everything I made was hilarious. It all ended up with me making comics about video games.

Above all I want to thank my wife Sabrina for her incredible encouragement, energy and patience. Nothing I do would be possible without her.

Special mention must go to the brilliant people who made the games I affectionately made fun of here. You have made incredible things and I think you're truly amazing.

Thanks for reading Super Blow The Cartridge! I hope you liked it. But the fun's not over yet...!

You can read more retrogaming comics at the Blow The Cartridge website - www.blowthecartridge.com

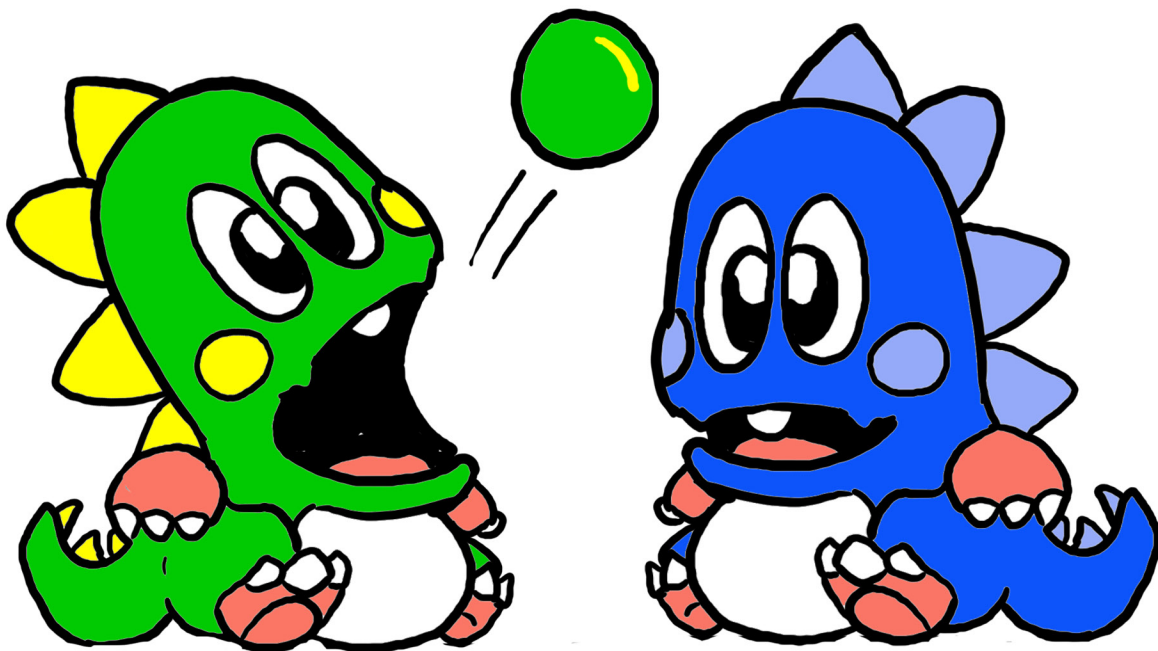
On Twitter? I'm there all the time talking about old games, comics and more - twitter.com/gazunta

Join the Blow The Cartridge Facebook page for more of this kind of fun - facebook.com/blowthecartridge

Or, you know, you can be really old school and drop me an email - gazunta@gazunta.com

OK that's it! See you all around folks!

Cameron Davis, Brisbane Australia, Mar 21 2014



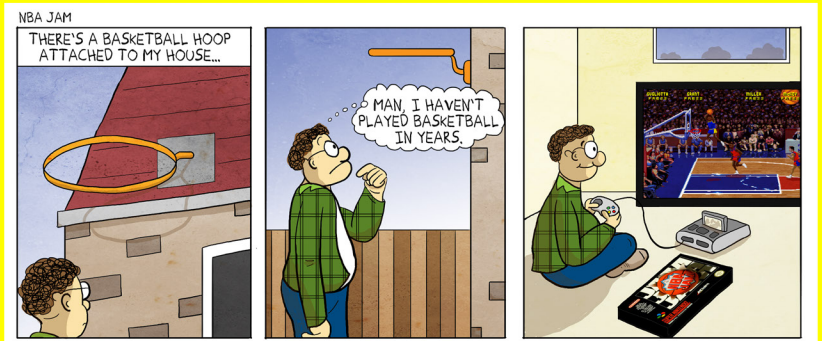
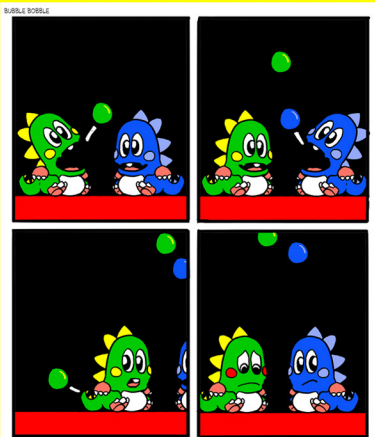
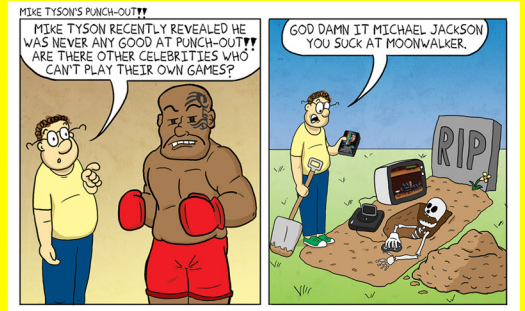
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Cameron Davis has spent his life making comics, video games and chocolate milk.



* I won a spelling bee once, that counts.

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